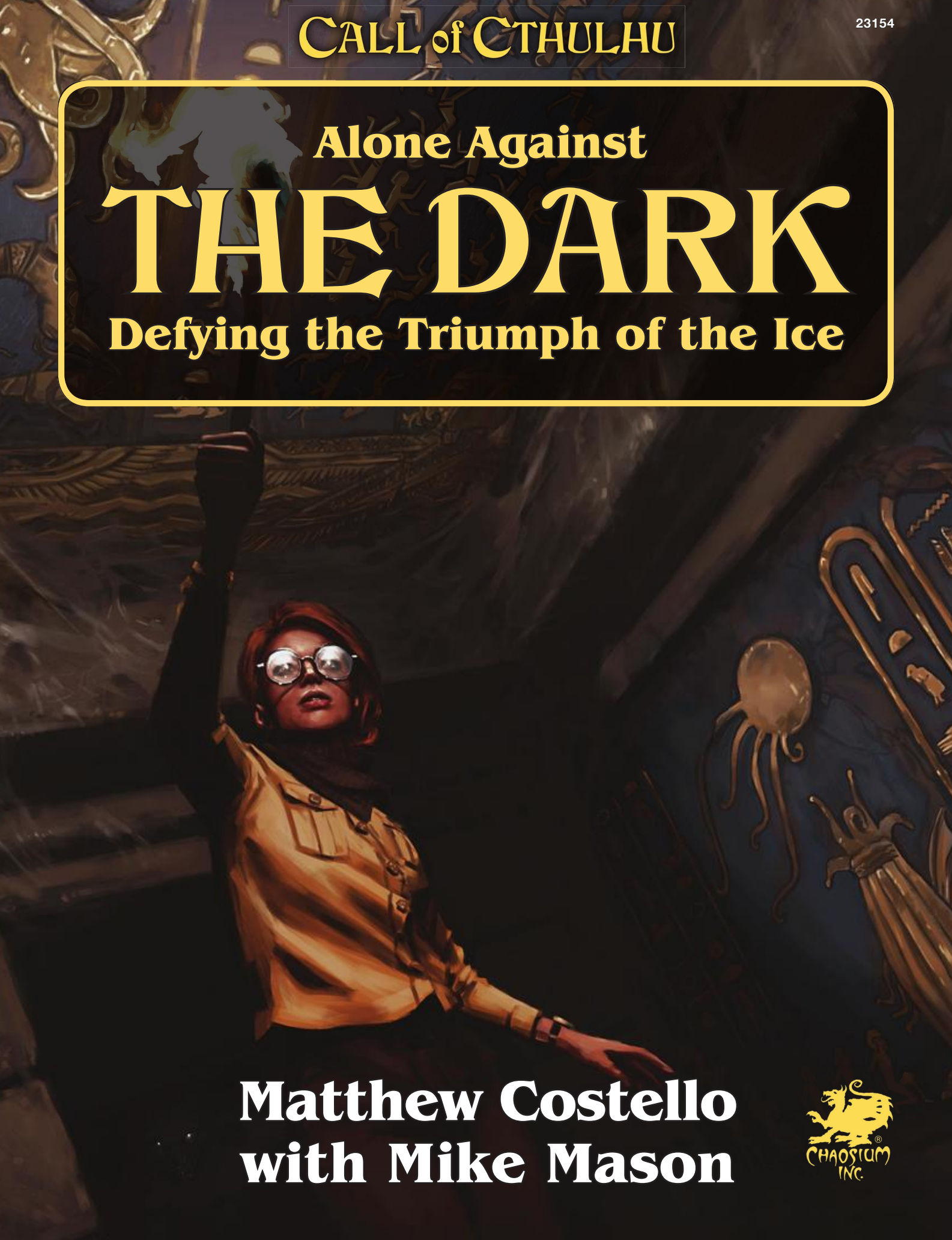
CALL of CTHULHU

23154

Alone Against THE DARK

Defying the Triumph of the Ice



Matthew Costello
with Mike Mason

CHAOSIUM INC.®

Alone Against

THE DARK

Defying the Triumph of the Ice

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CREDITS

Written by
Matthew J. Costello and Mike Mason

Revised and Developed by
Mike Mason

Cover Art
Petr Štovik

Interior Art
Jonathan Wyke
Löic Muzy

Cartography
Dean Engelhardt

Layout
Nicholas Nacario

Book Design
Michal E. Cross

Character Sheet
Dean Engelhardt

Call of Cthulhu Line Editor
Mike Mason

Clear Credit and Thanks
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Thanks to Matthew Sanderson, Keary Birch, and Nicholas Nacario for their help in re-mastering this vintage epic of mystery, horror, and imagination. Appreciation and thanks to the revised edition play testers Dan Kramer, Matthew and Tiffany Sanderson.

This is a work of fiction. The names of personalities, places, and events may be referred to, but any resemblance of scenario and game related characters to persons living or dead is strictly coincidental. All material is fictionalized and described through the lens of the Cthulhu Mythos, and no offense to persons living or dead is intended.
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Requires Call of Cthulhu 7th edition.

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INTRODUCTION

Alone Against The Dark is an adventure for one player, set in the fall of 1931. Your goal is to solve strange disappearances and to forestall a calamity about to beset the world. You will journey from New York City to Greece, Egypt, Germany, and Antarctica.

As the player, your job is to confound the forces of darkness before time runs out. You will play one investigator, but should "your" investigator be eliminated for some reason, you can successively assume the identity of a new investigator—there are four ready-made investigators provided for this purpose.

This adventure is guaranteed dangerous. But, no matter how skillfully you avoid death, your investigators will fail if they do not prevent the turning of the world and the freeing of the city of the Old Ones from the ice.

Armed with a copy of the *Call of Cthulhu Rulebook*, a pencil, and some roleplaying dice you are all set for the twists and turns of this epic world spanning adventure. Sit back, get comfy, and prepare to be *Alone Against The Dark*!

PREPARING TO START

1. Read the introduction and the **Getting Started** sections.
2. Copy or print out the handouts on pages 91 to 94, ready for play—you will need to refer to these at differing times.
3. Also, copy or print **Professor Grunewald's** investigator sheet (page 95)—you may wish to do the same with the other three investigators.
4. Some entries refer to information found in the *Call of Cthulhu Rulebook* (7th edition)—you should have this book to hand.
5. Start your adventure at **Entry 13** (page 11).

AUTHOR'S FOREWORD

Whoa! Where do I start?

I mean, to talk about this *beast* of a solitaire scenario I wrote so long ago? It would seem to invite retelling a hoary history of those heady golden days of roleplaying games that no one could possible be interested in but me. But, having said that, allow me a few quick points about *Alone Against The Dark*, and my life before and after.

My first game writing happened to be a solitaire *Call of Cthulhu* adventure published in Steve Jackson's pivotal magazine, *Space Gamer*, that was called, (yes, it was…), "The Thing in the Darkness." Despite the probably smirk-inducing title, the "Thing" was… *something*. It was Warren Spector's first game editing job and he did amazing work on it. Warren went on to become a game legend. (A legend? To paraphrase Lauren Bacall in *The Maltese Flacon*: Google him. You *do* know how to Google, don't you? Or as Dr. Steve Brule might suggest, *check him out!*) It was the first *Call of Cthulhu* solitaire adventure and the first ever published in the magazine. I went on (uh-oh… here come history!) to write and design various *Dungeons and Dragon* and *DC Heroes* solitaire adventures, as well as Marvel game books—I did a *Daredevil* scenario way before he got uber-cool on Netflix.

Somewhere in there I contracted with Chaosium to create what would be my RPG magnum opus and, at the same time, my swan song to that world of adventure.

Working on *Alone Against The Dark*, with a three-year-old child and a newborn in the house, I filled my small office with file cards taped to every bit of wall space, with arrows and lines connecting them all, as if I was hot on the heels of some globetrotting Hannibal Lecter. Which, in a way, I guess I was. Albeit with tentacles.

Along the way, using a cast of characters who any player would have a hard time keeping alive, I would take my intrepid investigators around the globe to fulfill the dire promise of the scenario's subtitle, "defying the triumph of the ice." Defy, that is, if you could survive. The scenario, I have been told, is very tough. But then, it is *Call of Cthulhu* we are talking about here.

And, after *Alone Against The Dark*?

Well, I am Google-able as well. I went on to write dozens of novels (mostly horror), a film was made of one, video games (*The 7th Guest*, *Doom 3*, *Rage*), some television, and… all that goes on today. But one thing I need make clear here.

All that grappling with multiple storylines and characters, player choices, and alternate events and outcomes in *Alone Against The Dark* prepared me so well for the possibilities of linear story-telling, that I am forever grateful for that experience. I consider it as part of my writing bedrock.

When I write a scene, in a novel for example, I can see all the multiple choices, and I can get into the skin of the characters and begin to think… *What if this*? *What if that?* And I could not have done that without facing the ice myself. So, the role of *Alone Against The Dark* in my, ahem, creative development?

Pivotal.

And I—for that reason—never lost my affection for *Alone Against The Dark*, and also for the herculean editing efforts of Lynn Willis on the original, which somehow turned into a pricey collectible.

Thanks to Chaosium and the new edition's editor Mike Mason, *Alone Against The Dark* now arises from the eons of time (well, okay, 30 years) and lives again!

I could not be more pleased.

So, as you embark on this great quest against the Old Ones, I hope you will be pleased as well. I might add—*stay safe!* But in the case of this scenario, I am afraid *that* will clearly be impossible.

Matthew Costello
2017

GETTING STARTED

You'll need a pencil, scratch paper, dice, and the *Call of Cthulhu Rulebook* (7th edition). Copy or print out the four ready-made investigators (you'll start the adventure with Professor Grunewald).

When first beginning play, design only Professor Grunewald, the initial investigator. Since each investigator communicates with the next, it is reasonable and proper to design succeeding investigators in the light of what has happened in the past, as well as to suggest the particular investigator's backstory and experience.

Alternatively, you can roll-up your own investigator/s completely from scratch (see **Optional Investigators**). Use the ready-made investigators in order. If all four die, you have not lost—you can begin again, either reusing Grunewald or try an investigator of your own design.

When you finish a series of four investigators, turn back the clock—Grunewald's initial starting position always is Sept. 1, 1931—and try again.

Order of Play for Investigators	**Starts at**
1. Professor Grunewald	**Entry 13** (page 11)
2. Ernest Holt	**Entry 36** (page 15)
3. Lydia Lau	**Entry 37** (Page 16)
4. Devon Wilson	**Entry 554** (page 84)

Investigators succeeding Professor Grunewald begin in play at stated amounts of time following the death of the preceding investigator, and the order of play does not change (if using investigators of your own design, just substitute in their names).

The Investigators

Four ready-made investigators are included (see the **Handouts** section at the back of this book, page 91).

Note that only certain skills have already been allocated points. You have a pool of 150 skill points to spend on any skills—this can include increasing those skills already allocated points, or choosing other skills to broaden out the investigator's abilities. You'll notice that although some of the investigators have weapons written down, they only have the base skill chance for the weapon written down—its up to you to decide if you want to bolster their combat skills or focus more on non-combat skills.

As a guide, the following skills could be useful: Climb, Charm, Fast Talk, Fighting, Firearms, History, Intimidate, Jump, Library Use, Listen, Persuade, Psychology, Spot Hidden, Stealth, Throw.

Allocate the 150 bonus skill points as you wish—of course, you'll have to pick which skills you think are going to be useful (that's part of the game!) Note that a blank investigator sheet is provided which shows all the possible skills, as well as the base chances.

You may find it easier to download a writeable PDF 1920s Investigator Sheet from www. chaosium.com (note that PDF versions of the ready-made investigators are also available to download).

You may award skill checks for skills successfully used (see Investigator Development Phase, page 94, *Call of Cthulhu Rulebook*), but your investigators do not increase in skills during this adventure (thus, if they survive to the end of *Alone Against The Dark*, then an investigator development phase can take place after the scenario's conclusion). An investigator entering the game anew may have his or her skills points redistributed, but the total should neither increase nor decrease.

Optional Investigators

You may, if you prefer, use one of your own investigators to solve the mysteries of the Karpathos Device, the cult of Aten, and the secrets beyond them. This adventure is quite dangerous, and you may need to revive your investigator many times before he or she triumphs. Unless you agree that your outside investigator can die, he or she should not retain skills checks, skills increases, changes in Sanity or other characteristics, new spells, magic items, and so on as a result of this adventure. Nothing ventured, nothing gained.

Your investigators should follow the sequence of the investigators included with this book. The first investigator always begins in Professor Grunewald's place at entry 13 (page 11). Your investigator can negotiate with Miskatonic U. administrators, or immediately start the chase.

Insanity

Even if they do not die, during the course of play several of your investigators are likely to become temporarily or permanently insane, with specific game effects.

1. In this adventure, only temporary and permanent insanity exist. Treat indefinite insanity as temporary insanity.
2. Ignore phobias and manias; the scenario does not utilize these consequences of insanity.
3. An investigator who is reduced to zero Sanity points becomes permanently insane and is out of the game—treat him or her as dead, and warm up the next investigator.
4. An investigator who is temporarily insane is out of the game for the rolled amount of time: roll 1D10 for the number of hours the investigator is out of play. During this time, the investigator will be huddling in a corner, and so on. At the end of this period, the investigator is sane.

   As an option, because temporarily insane investigators are likely not to write, the player may activate the next investigator instead, play the latter until his or her demise or success, then return to the former investigator if the latter dies. At that time, though, the rest of the days of insanity must be taken. Make a note in the journal so that you remember what's going on. Leapfrog only one investigator at a time in this fashion.
5. Becoming sane again, an investigator starts at the same entry number as when he or she went insane, but the encounter which precipitated the insanity is presumed over, and the player should go to the next entry or backtrack to an appropriate decision-point.

Combat

When in combat, your opponent's fighting skill will be noted in the following format:

"50% (25/10) attack, damage 1D6"

"50%" is the Regular attack roll, while the numbers in parenthesis "(25/10)" denote the half (Hard) and one-fifth (Extreme) success levels for figuring who won the combat round (*i.e.* who got the best level of success). Damage shows the dice you must roll to determine how many hit points loss your investigator suffers if your opponent successfully hits you.

Ignore major wounds for this scenario. If your investigator is hurt, they will naturally heal 1 hit point per day, or they may seek medical assistance (if appropriate to their location). Assume treatment occurs without mishap. Make a Luck roll: if failed, 1D3 hit points are recovered; if successful, 2D3 hit points are recovered (you had an excellent doctor). Assume 1 day of recovery for such treatment. Mark off recovery time on the calendar.

The investigator starts at the same entry number as when he or she suffered injury, but the encounter which precipitated the injury is presumed over, and the player should go to the next entry or backtrack to an appropriate decision-point.

Using Luck Points

It is recommended that you use the optional Spending Luck rule (see page 99, *Call of Cthulhu Rulebook*). This rule allows you to spend your Luck points to alter the result of skill or characteristic rolls. You may alter a roll on a 1-for-1 basis, and spent Luck is deducted from your current Luck total.

> ***For example:*** *you fail a Climb roll by rolling "54" when your Climb skill is 50. You may spend 4 points of Luck to alter the dice result to 50.*
>
> ***Another example:*** *you are in combat and your opponent has made an attack and succeed with a Regular success. You have decided to fight back rather than dodge, but have also rolled a Regular success—your opponent wins the combat on a tie. Your Fighting skill is 50% and you rolled "49". You may spend 24 points of Luck to alter the dice result to 25, which turns your Regular success into a Hard success—thus, you win the combat that round.*

Note: For the duration of the scenario, you cannot regain spent Luck points! Each time you spend Luck points you lower your investigator's Luck percentile; if you are asked to make a Luck roll you must now roll equal to or under your lowered Luck total! If you spend all of your Luck points you could end up on zero Luck—*and this is not a good place to be!*

Remember! You cannot spend Luck points to alter Damage rolls, Luck rolls, Sanity rolls, or rolls to determine the amount of Sanity points lost.

About Time

Your investigators may never know it, but they are involved in a collective race against time. To win, you must allot time to their activities in an efficient manner. Every hour of every day must be accounted for on the **1931 Calendar** (pages 48-49). A number followed by an "a" is a morning hour; a number followed by a "p" is an afternoon or evening hour; the "N" stands for noon; the "M" stands for midnight.

At most locations, the amount of time that passes is specifically indicated, but not always. Sometimes, as at a library, passing time is indicated by the number of topics studied; in other locations different arrangements may exist for noting the passing of hours, or for other record-keeping.

Movement from one location to another location on the same location table is assumed to take exactly one hour, no more and no less. This time cost usually is not noted, since your investigator may go from one location to another when you wish.

In New York, Athens, and Egypt, you may walk from location to location (rather than taking a taxi), an action costing an additional hour per each such stroll.

Travel between location tables takes the amount of time specified at the port, airport, or train station. During a journey, the passing of time may change, according to the situation. Such specific instructions for travel time record keeping will be found in pertinent entries.

Note any losses of hit points or magic points on the calendar, or enter the loss, hour, and day in your journal. Make a habit of studying the calendar or journal to see when those points can be regained. Hit points regenerate at one point per day. Magic points return at the rate of one per hour to the investigator's normal maximum.

In search or research situations (rifling rooms, quizzing suspects, examining library holdings, etc.), each interview or topic costs one hour. Be patient about these amounts of time: what anyone actually gleans is not necessarily a function of the time they invest.

Special Time

At several points the general time keeping scheme of *Alone Against The Dark* changes. Those points will be indicated in the text, and instructions given.

Food and Sleep

Investigators must spend time every day to sleep and to eat.

Two hours per day must be given over to eating. A meal always lasts one hour; the two meals of the day must be separated by an interval of at least six hours. On the calendar, circle the hours so spent. Conveniently, meals may be obtained at any time during the 24-hour cycle. One or both meals may be skipped for one day, but must be made up the next day, along with the second day's meals (which cannot be shifted forward). If your investigator is unable to eat, the meal periods must be spent resting, with the same loss of time. He or she loses I hit point for each day of fasting.

Meal availability is part of the information available in the **Locations Tables**.

Eight hours per day must be spent sleeping. Alas, none of your investigators are good at catnaps (the time spent sleeping must be in a continuous block), and they all need their sleep. An investigator may sleep fewer than eight hours one night, but all the lost sleep time must be made up the following night as part of the continuous sleep block requirement for that second night. Circle the hours spent sleeping, so that you remember.

You cannot stock up on food or sleep; sleeping 10-11 hours the previous night does not change your need for eight hours of sleep the next night. Similarly, stuffing four meals into an investigator one night doesn't prevent the need for food the next day.

The Telephone

Each location table shows the locations from which information may be obtained by phone 079 calls. You can call from any residential entry; you do not need to be at an entry displaying the phone symbol. While you can learn timetables, fares, and hours of business by a phone call, you cannot conduct interviews or follow up on an entry reference by means of the phone. Locations also may contain data obtainable only by a visit; such information will be apparent in the relevant entries. Local calls can be made, while long distance calls are not available.

Equipment and Supplies

At stores in Arkham, New York, Athens, Cairo, and Alexandria, you may purchase any item available in the equipment lists of either the *Call of Cthulhu Rulebook* or *Investigator Handbook*. Figure that most run-of-the-mill items can be gained, write down any items to the back of your investigator sheet. Try to avoid buying beyond the reason and capability of your investigator's Credit Rating (there's no Keeper to monitor your spending, so be honest and try to play within the spirit of the game). Financial record keeping is not required; if your investigator could reasonably expect to purchase a certain item in a given location, then just note the item on the investigator sheet and don't worry about the cost.

Lacking cab, train, boat, or plane, be reasonable in how much your investigators carry. All items can be left safely for the day in a hotel room or vehicle.

If an investigator dies in a private place, a succeeding investigator can acquire the property by reaching that entry number and making a successful Luck roll. Each investigator can pass on property once in a game; for obvious reasons, an investigator cannot inherit from himself or herself. Fail the Luck roll or die a public death, and any property is out of play.

The Journal

Use a notebook or scratch paper to record anything pertinent during the investigation. Keeping a note of your current entry number, any special instructions, as well as the game date and

time, are all useful things to get into the habit of recording. You may wish to make a note of any particular equipment or weapons your investigator has on their person.

The Object of the Game

To get a perfect score in *Alone Against The Dark*, you must have saved the world without losing a single investigator on the way—that is, your original investigator (Professor Grunewald) must have survived and succeeded. Though desirable, that outcome is unlikely. Be prepared to lose several or all of the investigators, and even to run all four several times in repeated attempts to complete the scenario. Investigators do not exist to survive, but to battle great forces, win or lose.

LEVELS OF VICTORY

Lost*	Result
0	Magnificent success!
1–3	Excellent success
4–8	Modest success
9–12	Passable success
13 or more	Failure!

**Lost: Number of investigators lost before world is saved*

Locations and Format

Though this adventure is pre-plotted, the locations system gives considerable freedom of action, letting the investigator direct the general order of the research and encounters while the workings of the encounters themselves remain fixed.

The **Location Tables** (pages 93-94) lists specific locations for a particular locale, such as New York. Nine location tables exist. At minimum, a location table contains one entry that funnels investigators to another location table. Most also list neighboring location entries useful in play. Examine the tables carefully (copy or print out the page for reference during play).

Within a location table, all locations are equally accessible (except Holt's and McShane's apartments in New York City, which are starting points that contain no information). You can visit a location as often as you wish, but many are open only parts of each day.

At a location, die rolls may be needed to gain information or interviews: those rolls can be attempted only once daily unless stated otherwise in the pertinent entry.

Locations not investigated will likely remain unknown. The adventure will not force you to visit every entry. The Location Tables are menus of clues and possibilities. As with items on a restaurant menu, some entries will be more beneficial to your investigators' health than others.

Format

The entries are numbered consecutively from 1 to 593. All entries present information in the same way.

1. The entry number is in large bold numerals.
2. If the entry is one for a location, it gives the name in capital letters, such as TAXIS.
3. Special instructions for time keeping or travel may be given.
4. Then the entry may elaborately describe a scene or briefly comment on a situation, or merely refer you to a second entry.
5. After that, the entry might instruct you to go to a certain entry, or ask you to choose an action or to roll a die, which have different outcomes.

   If there are no "go to" instructions, either you must return to your previous entry, or you have reached a location from which you may go to any other location on that location table.
6. If a telephone symbol is beside the entry, you can call to or from that entry location to any other local, location that might have a telephone for the routine information within that location.
7. The parenthesized number or numbers at the end of the entry are "trace numbers," showing the entries from which you may have come from in order to have arrived at the present entry (allowing you to backtrack if necessary). Sometimes the trace number may be replaced by a notation such as (Athens Location), which shows that you could have arrived at that entry from any other Athens Location, and that you must choose another location as a destination if the text gives no other "go to" reference.
8. Occasionally you will encounter the phrase "THE END" in capitals. This signifies that your investigator is doomed, not that the adventure is over. Activate the next investigator in the sequence. Sometimes it means you have won, of course. But not very often.

Tips and Hints

- Think strategically. Make general plans. There is no way to known what happens from entry to entry.
- In general, either a place is recognizable as potentially dangerous, or the description will be cryptically threatening. Despite obvious danger, often your investigators will have to go anyway —that's their fate.
- Use the phone. Make notes concerning what you want to do and see. Try to arrange an efficient daily schedule. You can make all the plans you want without expending any game time, as long as you stay inside an entry.
- All points on a particular location table are, in game terms, equidistant.
- Go nowhere without reason. Be cautious.
- Allow for wild goose chases.
- The few friendly characters in the adventure can be of considerable help. Some unfriendly characters, of course, can be downright deadly.
- Keep track of time. You are racing against events beyond immediate control, and failure to keep accurate time may mean that important events do not happen. That may be good or bad. Be honest in your calendar timekeeping.
- Your investigators need Sanity, friends, language skills, good physical skills, good physical condition, and equipment and supplies.
- You may be asked to choose a skill to use from a selection; not all available skills will yield useful information. Sometimes it's about picking the right skill in the right location.
- Use your Luck points wisely and never let your Luck total fall to zero.
- If you're asked to make a Survival (Desert) skill roll, and you have the Survival skill, but not the geographic specialism, you may attempt the roll at Hard difficulty (half chance).
- If you become disoriented by an entry, go to the location table and try the sequence again.

If you have not previously done so, make sure you have done all the tasks listed in **Preparing to Start** (page 3), and then start your adventure at **Entry 13** (page 11).

ALONE AGAINST THE DARK

1

He's lying. Return to your previous entry:

- If looking around the Museum of Archaeology where you have chanced upon Pisistratos, go to **166**.
  If you are interrogating Pisistratos in his office, go to **177**.
  (**166**, **177**)

2

The room is silent. You feel about for the light switch. You find it, and gently press it on. Oops! It's Mrs. Harding's room! What a mistake! You see her turn and rise from the bedclothes, her frightened face screaming. As the scream pierces your ears, you hear the boarders begin to stir. The residents are coming! But what's focusing your attention is the shotgun Mrs. Harding is reaching for. You'd better run!

To escape, go to any **Arkham Location**.
(**52**)

3

ARKHAM FIRST NATIONAL BANK

Deposits and withdrawals are possible between 9-3. M-F. If you're Prof. Grunewald, your account is here, and you can withdraw up to the Cash amount noted on the investigator sheet.

Go to any **Arkham Location**.

4

He's lying. Return to your previous entry:

- If at the motorship *Kyonas* talking to Christos, go to **160**.
- If looking around the Museum of Archaeology where you have chanced upon Pisistratos, go to **166**.
- If you are interrogating Pisistratos in his office, go to **177**.

(**76**, **166**, **177**)

5

You noticed flecks or flakes of dry, transparent material. It looks like skin. Whoever was here was peeling like a water-soaked ceiling! Baffled, you find no answer to this puzzle. No more evidence can be found here.

Go to any **Arkham Location**.
(**165**)

6

There is a big difference between using a phrase book and speaking a language. You have real trouble in being understood or understanding what is being said to you.

You are going to need an interpreter—they speak English at the Athens Bureau of Investigation, perhaps you could find something there? Either return to the Hall of Justice at **87**; or, depart for another **Athens Location**.
(**87**)

7

The window opens smoothly, and you enter. You try to move as quietly as possible: attempt a Stealth roll:

- If you fail, go to **51**.
- If you succeed, you realize that you have no idea where Gliere's room is. You go upstairs. All the doors are closed; none have names on them. To try one, go to **51**. To leave the house, go to any **Arkham Location**.

(**28**, **90**)

8

He takes your refusal without interest. "Very well, sir. I shall return later." He leaves and you stare at the walls of your silent room. Move on a day and go to the ship activity table at **187**.

(**167**)

9

The man is an Egyptian. His posture seems threatening. To run past him, attempt a Dodge roll:

If you succeed, your investigator gets away, move on a day and go to the ship activity table at **187**. If you fail, go to **10**.

(**47**)

10

Attempt a DEX roll:

If you succeed, and if your investigator is armed, he or she gets weapon of choice in hand before the stranger attacks.

If you fail, the man strikes first with his knife (50% (25/10) attack, 1D6 damage). If you try to Dodge the attack and win the combat, you evade the murderous cur's stab and break free. If you were armed, you may fight back against the attack (if you lose the combat, mark off any lost hit points).

Combat then proceeds round by round in DEX order (the Egyptian's DEX is 60). You can escape from him by making a successful Dodge roll on your action in a combat round. Otherwise, combat continues until either you or he is dead, or if he suffers the loss of half or more of his hit points and becomes incapacitated.

If you break free, the authorities start a ship-wide search; it is unsuccessful—move on a day and go to the ship activity table at **187**.

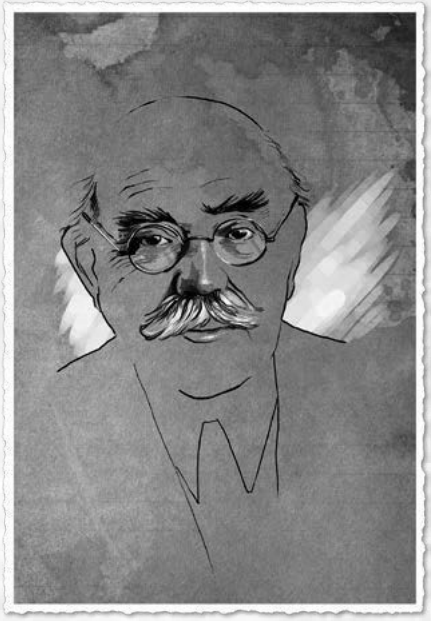
If you become incapacitated, you are found unconscious and treated for your injuries—move on a day and go to the ship activity table at **585**.

If you do not escape before he kills you, he shows no mercy and you are murdered. It is … THE END.

(**9**, **91**)

11

Before you enter, you sense something beyond the door. Putting your ear to the door, you listen. Go to **141**. (**52**)



Professor Louis Grunewald

12

The food tasted all right at the time, but now your stomach is churning. Food poisoning! You're really sick! Make a successful CON roll and go on your way, or, if the CON roll is failed, spend three hours recovering, and mark off 1 hit point.

Go to any location on the appropriate location table:

- **New York Location Table**.
- **Athens Location Table**.
- **Egypt Location Table**. (**586**)

13

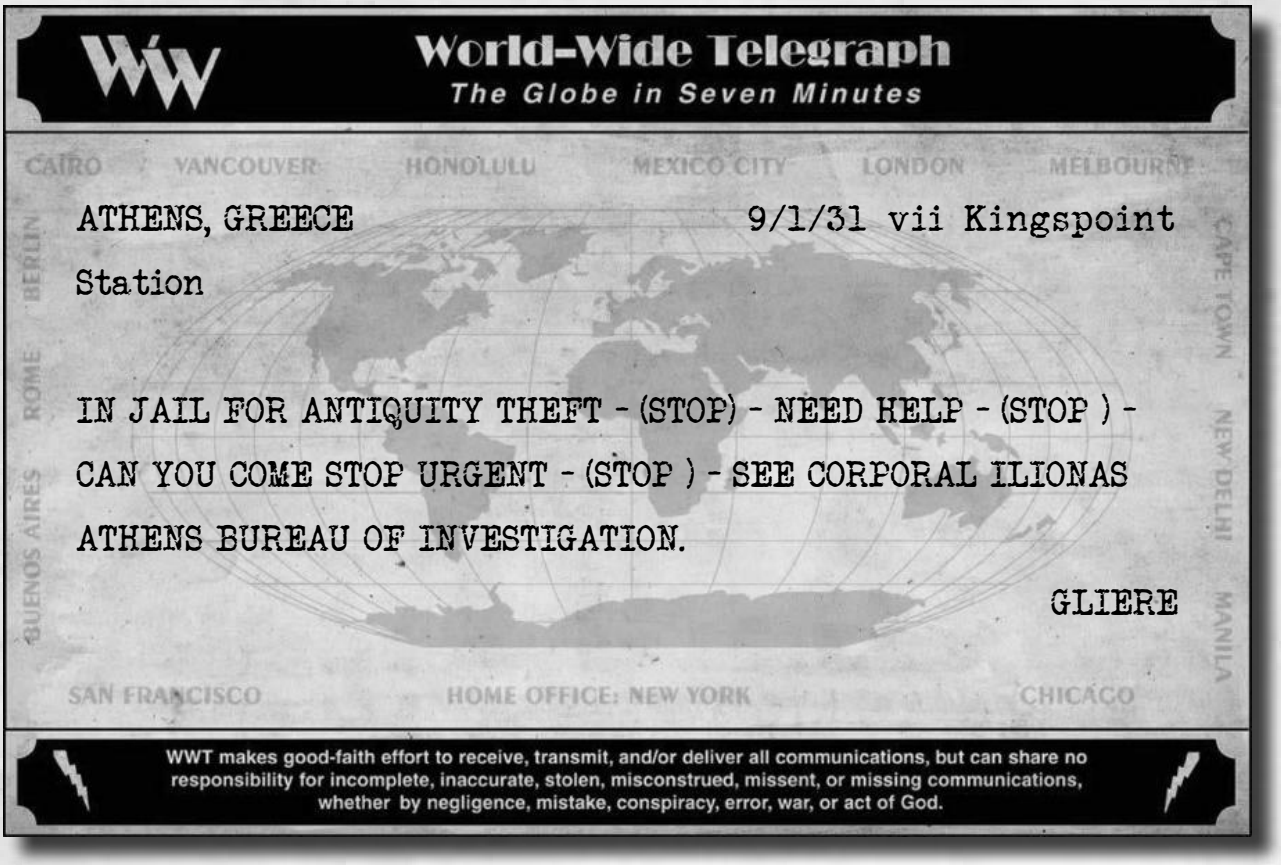
For you, Professor Louis Grunewald, this first day of September 1931 has been tiring and uncomfortable. Light mist has covered Arkham for most of the day. You held two uninspired undergraduate classes at Miskatonic University, and you met with the new chairman of the literature Department, a giddy Technocrat. You survey your desk and see that a stack of papers to grade has already formed. You're enjoying your second pipe of the evening, and putting off grading papers, when the doorbell rings. To your surprise, it's a telegraphic messenger.

"It arrived at Kingspoint Head station not more than an hour ago," the boy says.

You sign for it, and slip a dime into the youngster's hand. "Oh, thank you, sir!" You open the envelope and scan the contents (**Handout: Dark 1**, see page 12).

My goodness, you think. Imagine! Dotty old Gliere in prison! You recall that he had gone to Greece to work on his book

Handout: Dark 1



World-Wide Telegraph
The Globe in Seven Minutes

CAIRO VANCOUVER HONOLULU MEXICO CITY LONDON MELBOURNE BERLIN ROME BUENOS AIRES CAPE TOWN NEW DELHI MANILA SAN FRANCISCO HOME OFFICE: NEW YORK CHICAGO

ATHENS, GREECE 9/1/31 vii Kingspoint

Station

IN JAIL FOR ANTIQUITY THEFT - (STOP) - NEED HELP - (STOP) - CAN YOU COME STOP URGENT - (STOP) - SEE CORPORAL ILIONAS ATHENS BUREAU OF INVESTIGATION.

GLIERE

WWT makes good-faith effort to receive, transmit, and/or deliver all communications, but can share no responsibility for incomplete, inaccurate, stolen, misconstrued, missent, or missing communications, whether by negligence, mistake, conspiracy, error, war, or act of God.

concerning primitive myths. What has he gotten himself into? Should you wire money? You recall all the amusing discussions you've had with him, and a sudden insight lets you understand that Tibor Gliere had no close friends except for you. Should you go help him? You suppose the University will grant you leave. But do you want to go?

With uncommon speed you decide to go to Athens to help Gliere. You write him a wire, and another to Ernest Holt, a wealthy New York financier and a good friend of yours. If you get into hot water, Holt will help, and so, you decide to keep him posted on your progress. You give both telegrams to the waiting messenger, along with the necessary funds.

What to do now? You'll go to the bank first thing in the morning to get travel funds. As for Trans-Atlantic schedules, well the Advertiser surely carries that information. As you pack, you wonder if you should check Gliere's room at Mrs. Harding's boarding house. Maybe you could get a clue about Gliere's activities or a hint about his arrest.

Your passport is in order; your clothes and sundries are packed. You'd best turn in. You're going on a little trip. When you awake, it is Sept. 2; go to **102**.

(**START**)

14

You crouch in the gloomy shadows. Soon you hear slow, shuffling footsteps from many directions. Do you wish you'd run instead? Somehow you count yourself glad that you can't make out the faces of the approaching figures—figures which move as though alive, and yet remind you of the dead! Now you're sure they see you. You begin to panic.

To run, go to **27**; to stand up and use Fast Talk to get out of this, go to **31**.

(**194**)

15

Nobody goes near the well-dressed driver. Perhaps there's something odd about that. The old fellow looks shaky, but serene, while the young driver looks friendly, but perhaps overly brash. Go to **58**.

(**58**)

16

ARKHAM DEPOT

If arriving in Arkham, go to any Arkham Location.

If heading to Boston, trains leave at 9am, noon, and 5pm. The trip takes an hour. You may wait for your train (on arrival in Boston, go to **64**), or go to any other **Arkham Location**.

(**Arkham Location**)

17

He's lying. Return to your previous entry:

- If looking around the Museum of Archaeology where you have chanced upon Pisistratos, go to **166**.
- If you are interrogating Pisistratos in his office, go to **177**.
- If talking to Amet Keh in Cairo, go to **350** and make another selection—you've got time for one more piece of information.

(**166**, **177**, **316**, **346**)

18

At first you move silently, cunningly evading the ghastly, lifeless figures which shuffle across the court in search of you. Then you clumsily kick a loose stone that clatters across the court. All of the terrifying figures turn toward you.

A successful Climb roll gets you over a fence and away from the encircling figures; go to **33**. If your roll failed, you must go to **27**.

(**194**)

19

You whistle loudly to show that you've heard nothing and amble away. But in the gloom you begin to see strangely cloaked figures shamble toward you from all sides. How stupid you were to have drawn attention to yourself!

If you can make a successful Climb roll you manage to get over a fence and safely beyond the grasp of the creatures, go to **33**. If you failed the Climb roll, go to **31**.

(**194**)

20

PIOSOTOS CAFE

As you enter the cafe, the thick, acrid tobacco smoke chokes you. The place is filled with laughing, gesticulating dockworkers and sailors. If you're here, expecting to meet someone, go to **35**.

Looking around, you can approach any of the following if you have Christos with you, or if you can make a successful Language (Greek) roll for each one you try: for the group in back playing cards, go to **107**; for the burly sailors at the bar, go to **105**. For the Englishman alone at a table, you need make no roll to approach him; go to **35**.

(**Athens Location**)

21

"And the Karpathos Device," you ask, "was it returned to the museum?" He shakes his head. "Oh, no. It was scheduled to be sent to the National Museum in Cairo for a special exhibit. The Device may be Egyptian, you see. The plans were not changed."

If it is September, go to **128**. If it is October, or later, go to **174**.

(**40**)

22

Christos whispers to you, suggesting that you and he could just burst into the office. He grins slyly. If you agree, go to **177**; otherwise return to **118**, or leave for any **Athens Location**.

(**153**)

23

"Don't try and flim-flam me! This is my boarding house and I'll allow in whom I wish!" She slams the door. If you want to try sneaking in later at night, go to **90**. Or you may go to another **Arkham Location**. (**113**)

24

This constellations map is quite similar to the copy of Ptolemy's found in the Miskatonic University collection. Strangely enough, the star patterns here are slightly twisted or even completely skewed. In fact some stars are missing completely. Go to **150**.

(**72**, **150**)

25

"Aristotle Mylonas, while collecting an undeniably-tremendous treasure house of Greek art, has been reluctant to loan or even to show some of the National Museum's most interesting treasures. The Karpathos Device, for example, has not been displayed for years. Its loan to other museums is, according to Mylonas, unthinkable."—*Great Museums of the Modem World*.

If in Arkham, go to **145**; if in New York, go to **74**. (**63**, **145**)

26

Make a Spot Hidden roll: if failed, go to **123**; if successful, read on.

As you enter the hotel, something gives you pause. You hesitate for a moment, as you notice strangers in the lobby who seem to watch you. One of the strangers seems to hide his face. Go to **123**.

(**101**, **127**, **424**)

27

Something grabs you. Make a STR roll: if successful, you tear from the grasp and escape to **33**. If failed, and a second thing grabs you. Their combined STR is 140: make an opposed roll against the combined strength. Succeed, and you squirm out of their grasps, escaping to **33**. Fail, and a third one grips you, and all three begin tearing at your flesh. You fill the chill air with your screams. It is ... THE END. (**14**, **18**)

28

The door is locked. If you want to try the window, go to **7**. If you want to pick its lock, make a successful Locksmith or Hard Mechanical Repair roll. If you want to pry open the window, succeed at an STR roll.

If any roll succeeds, you are in the Harding House (see following).

If you fail, return to **90**.

Make a Stealth roll: if you fail, you've made a noise, someone may have heard you; go to **51**. If you succeed, you may scout the house. There are four upstairs bedrooms, any of which might be Gliere's. Go to **52**.

(**90**)

29

You see strange, bird-like markings and some scribbled words in the Professor's familiar hand. Three of the words seem paired with the symbols—*old, heavens, cold*. Make an INT roll: if successful, go to **124**. Failing, return to **150**.

(**150**)

30

GREEK CONSULATE

Concerning Greek criminal matters, they advise visiting the Athens Bureau of Investigation on arrival. A Corporal Ilionas, they say, has handled the Gliere case.

You ask for information about the National Museum and its treasures, but they have only an unhelpful travel brochure. They jokingly caution you about the cab drivers of Athens. You may go to any **New York Location**.

(**New York Location**)

31

Despite your best efforts, the dark figures continue to advance you. You are surrounded and reaching hands grasp you, closing around different parts of your body, tighter and tighter. You whimper and then scream. The last thing you see is a nightmare of hollow eyes; the last thing you smell is the stench of fetid, hungry mouths. It is . . . THE END.

(**14**, **19**)

32

In rifling through Gliere's notes and letters, you find a portion of manuscript: "The Great Upheaval Myths Correlated with Climatic Change" by T. Gliere. Skimming, you see a bizarre collection of tales mentioning nearly every rumored land, from Atlantis to Mu. Many stories you do not recognize at all. Apparently Gliere sought historical and physical evidence for these sunken and frozen legends of lands. He seems to have found common dates for the devastation myths found in nearly every culture. Interesting.

If you can make a successful Spot Hidden roll, go to **53**; if you fail, go to **150**.

(**150**)

33

Trembling with fear, you reel down the road from the Parthenon. You spy a lone figure ahead, a white-haired old man who uses a walking cane. You babble a warning in English, supposing that the alarm alone in your voice will be enough to dissuade him from going closer to the horrors lurking in the Parthenon behind you.

To your surprise, he answers in English. His voice is slow, but it inspires your confidence. "Fear no more," he says. "Tonight the stars themselves bind those things to the top of the sacred hill. We have nothing to fear here."

Your terror begins to lift like a veil. "Your friend was killed by one of those . . . creatures. You see them in museums, you know, looking like stuffed animals. Undead? Ghouls? Who knows their origin? Your friend Gliere saw them just before they killed him. That is as much as you and I need know." He pauses. "Our lives we struggle in darkness. We are poor beings, who need the darkness in order to find the light." As he says these words, the moon breaks through the clouds, and a calm beauty pervades the world. Your fears are quenched, your heart utterly at peace.

"I have been on quests like yours. I have been a scholar of the unusual. I know the uncertainties and the terrors. There is nothing we mere mortals can do but strengthen our faith and struggle against the darkness." The two of you walk slowly.

"I do not know what Gliere had discovered. But I do know that while in prison he told someone that if the Karpathos Device was returned to its home, life as we know it will cease to exist."

He turns to you, "I am at the end of my life. It is up to you to stop this evil, as your friend attempted so valiantly. Egypt is the answer. Go there, find the Karpathos Device, return it to the sea, or destroy it utterly." He takes something from his hand. It is a ring, heavy with gold, curiously made, covered with signs, most prominently a five-pointed star with a core of flame. "I give you this. It has power, though perhaps not as much as you would want. Use it against dead things brought back to existence."

For a moment a friendly hand has steadied you and restored your resolve. This warmth of feeling is what you fight for—and the numbing terror which chased you from the hill is what you despise.

When you look up again, your new friend is gone. The road is empty. The encounter was like a dream. But the ring is still there. You slip it on a finger; it fits firmly and comfortably. Reaching the bottom of the hill, you find a cab and go to a hotel. You sleep peacefully.

In the morning, go to any **Athens Location**.

(**18**, **19**, **27**)

34

Despite your best efforts, she will not change her mind and sends you on your way. Go to **118**, or you can go to any **Athens Location** you wish.

(**153**)

35

The man is Richard Hawkes. He greets you warmly. "An ouzo and some talk," he suggests. "Look, I know you're investigating Gliere's death. I've talked to him once or twice. His death caused quite a stir. Well, to make a long story short, I have some interesting information concerning his crazy theft. I don't have it here, but if you'd like to come back to my apartment, I can show it to you."

If you say yes, go to **79**. If you say no, Hawkes suggests meeting you at the Parthenon at sunset. He'll bring the stuff then. In the meantime, you may go to any **Athens Location**.

(**20**)

Ernest Holt

36

ERNEST HOLT'S APARTMENT

Something is wrong. You learned long ago to trust your hunches. Grunewald's telegrams stopped without explanation 72 hours ago; your inquiries have gone unanswered. Should you alert your agents scattered across the globe?

Judiciously sipping superb brandy, at last you decide against the employment of proxies. Grunewald hinted of mysteries beyond the capacities of mere assistants. You trust his judgment and decide to go yourself. You scrawl instructions to subordinates and dictate phone messages to a secretary whom you have callously woken from a sound sleep.

Your holdings will tend themselves for a few weeks. Your passport is in order. You'll pull strings to get an assortment of visas overnight: mere governments cannot keep Ernest Holt from aiding a friend.

A liner sails soon. Jenkins can have you packed and ready to go in an hour. You have plenty of time. It's a pity your experimental trans-Atlantic passenger plane isn't quite ready, though that would be fun! You find yourself eagerly anticipating action in the field. You feel ready for anything.

You call Lydia Lau at *The New York Sun*. A despicable rag of a newspaper, but a crackerjack young lady with lots of talent. Miss Lau has heard nothing from Grunewald. You notice her professional interest grow as you talk, and you ask her to write nothing for a few days. "I'm sure there's a proper explanation," you say grandly, but somehow you know that neither of you believes that statement.

Now you sleep. You'll attend to details tomorrow. When you wake, go to any **New York Location**.

(**START**)

37

LYDIA LAU'S APARTMENT

You flirted with the *City Editor*, and then polished up the *National Editor*. As usual, your skills and your baby-blues got you what you wanted, and you don't mind giving an old goat a lift now and then. Besides, this could be the biggest story of your young life, or so you hope. Headlines sail through your imagination: "MISKATONIC MYSTERY!" "GAL GUMSHOE TRACKS DOWN MISSING PROFESSOR!" "FINANCIER FOUND ALIVE!" And your by-line is under every one.

With Gliere dead, and Holt and Grunewald missing, you're pretty sure that the story behind this one will be a real jaw-dropper—and probably dangerous. Holt's been missing for 72 hours. You thoughtfully pack the gigantic revolver given to you by Bruno the vice-squad cop. A girl can't be too careful, you decide. You can leave soon on one of the regular liners, and in the meantime do some shopping and research—maybe even make a trip to Arkham.

You send a telegram to your beau, Devon Wilson, aboard the USS Rochester, telling him your plans and that you'll keep in touch.

The Sun's circulation boost from this story should blow that pipsqueak *Daily News* right out of the water, you dreamily calculate. As for you, it'll be goodbye New York—hello Pulitzer Prize!

In the morning, go to any **New York Location**.

(**START**)

38

RETAIL STORE

This retailer accepts currency from any country. You can buy most any item. You also can buy a hand-to-hand weapon or a handgun. Then go to any location on the appropriate location table:

- **Arkham Location Table**.
- **New York Location Table**.
- **Athens Location Table**.
- **Egypt Location Table**.
- **Bremen Location Table**.

39

You hear a scream. The plane lurches, then tilts slightly to the right. You notice that the previously smoothly flying craft has begun to wobble. Go to **44**.

(**50**)

40

"But yes, very strange . . . Professor Gliere first stealing that device, then taking his own life. I wish I could tell you more. The Karpathos Device is mysterious. No one knows its true nature. Perhaps the scholars at the National Museum can tell you about it."

If you can make a successful INT roll, go to **21**. If you fail, return to **204**.

(**204**)

Lydia Lau

41

Attempt the appropriate Language roll for each of the following books. For each successful roll, spend two hours and go to the pertinent entry:

- German, *Die Mythe*, go to **62**.
- French, *Cultes des Goules*, go to **84**.
- Latin, *Liber Ivonis*, go to **140**.
- English, *Marvels of the Spirit World*, go to **159**.

When you have finished, go to **74**.

(**62**, **74**, **84**, **117**, **140**, **157**, **159**, **182**)

42

If you don't mind a crowded, smelly seat, go to **75**; if you wish a private suite, with toilet and basin, go to **93**.

(**183**)

43

The plane has been abandoned, but it looks in good condition. A tempting thought enters your mind: steal it. If you have five or more percentiles in Pilot (Aircraft), you can check out the plane and get it started, go to **98**. Otherwise, return to the airport entry at **181**.

(**44**, **181**)

44

Beyond the door sprawls the limp, lifeless body of the pilot. You see the futile kicks of the co-pilot. The plane flies on, tentatively. The Arab turns his head. You gasp at the sunken, ghostly eyes. His skin has a grayish pallor. He looks like an animated corpse: make a Sanity roll and lose 0/1D6 Sanity points. Make a History roll: if successful, go to **71**; if failed, read on.

A sudden lurch of the craft throws the other passengers against the bulkheads, stunning them or disabling them. Make a DEX roll: if successful, you keep your balance, read on; if failed, you tumble into the bulkheads, lose 1D3 hit points damage, and read on.

Are you armed? You can shoot if you have a gun, at point-blank range (get a bonus die to your Firearms attack roll). The Arab has 15 hit points. It will take him 1D6 rounds to finish killing the co-pilot. Then, if he's still moving, he turns and approaches you. In the meantime, you can continue to try to kill the undead fiend.

The plane will crash in 1D6+6 rounds after the Arab turns towards you. His DEX is 40 and he attacks, trying to choke the life out of out (45% (22/9) attack, if successful he has you in a choke hold, causing 1D4+1 damage per round—on your action you can try to break the hold by winning an opposed STR roll versus his STR of 60). Once you have dealt with the Arab, you can save yourself and the rest of the passengers by either having saved the co-pilot, by rolling a successful Pilot (Aircraft) yourself, or by rolling a successful First Aid—you notice that the Greek Colonel, momentarily knocked unconscious, wears pilot's wings. But, if the co-pilot is dead, you cannot fly the plane, or if you are unable to rouse the Colonel, the plane crashes. It is … THE END.

If you survive, the plane touches back down at Athens airport, go to **181**—hopefully you can find a safer plane for your journey!

(**39**, **50**, **71**)

45

"That's just fancy talk! I know your sort! Professor Gliere specifically instructed that no one disturb his room." She slams the door.

You can try sneaking in later, at night, by going to **90**. Or you can go to another **Arkham Location**.

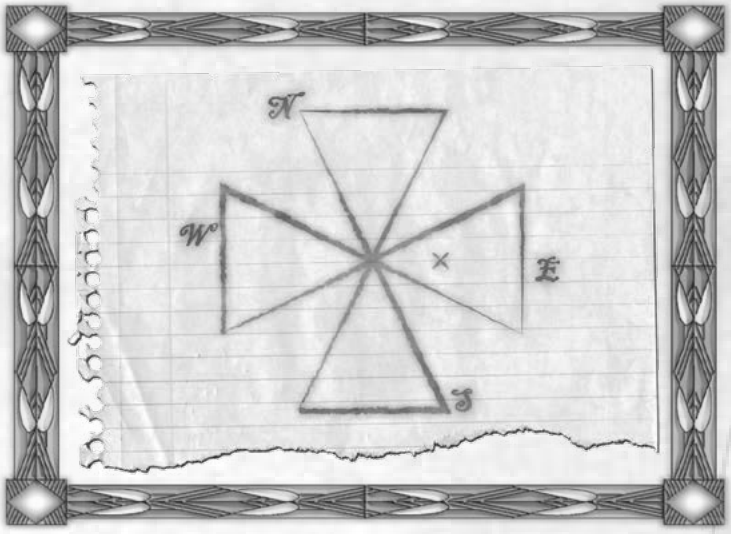
(**67**, **113**)

46

Curious, you think. That symbol looks almost like a map (see image below).

You take the notepaper with you. Go to **150**.

(**49**, **294**)



Entry 46 - The Symbol (Possibly a Map?)

47

If you have already survived this entry, the steward is harmless—go to the ship's activity table at **187**. If not, read on. A new steward enters, carrying fresh towels for your stateroom. He looks Egyptian. Choose one of the following; if you make a successful roll, then go to that entry:

- For a successful Spot Hidden roll, go to **91**.
- For a successful Anthropology roll, go to **9**.
- For a successful Luck roll, go to **106**.

Otherwise, go to **10**.

(**167**)

48

"Aristotle Mylonas, Director of the National Museum of Archaeology in Athens, died today in a bizarre automobile accident. His car, apparently going much too fast, spun through the railing of a stone bridge across the Illissus River. This internationally known scholar, largely responsible for the

protection of many Greek national treasures, will be sorely missed. A reclusive man, Mylonas was unmarried and without other family. He declared always that his beloved Greece was both mother and father to him."—*Arkham Advertiser*, July 1, 1931

Return to **60**.

(**60**)

49

You find a piece of notepaper with a curious design. To look at it closely, go to **46**; or return to **150**.

(**150**)

50

Make a Listen roll:

- If successful, go to **55**.
- If successful *and* you also have a gun, you can choose to go up to the pilots' cabin to see what's happening, go to **44**.
- If you failed the Listen roll, you lay low in your seat, go to **39**.

(**55**, **59**, **76**, **99**)

51

Suddenly, Mrs. Harding appears. "Why the idea!" She sputters. "I'll count to three," she says, her grip tightening on the shotgun she's pointing in your general direction, "and then I'll pull the trigger! One… two…" You quickly decide to leave.

Go to any **Arkham Location**.

(**7**, **28**, **52**, **141**, **150**)

52

You'll have to try one of the rooms. Attempt a Stealth roll before each try. If you fail the Stealth roll, go to the entry and read it, then immediately go to **51**.

For room A, go to **141**.

For room B, go to **2**.

For room C, go to **11**.

For room D, go to **150**.

(**7**, **28**, **141**)

53

You find a letter find a letter from a Mr. Velikovsky, postmarked Palestine. The scrawl is difficult to read, but you can see that the author greets Gliere's work "with joy." There is a page about the Vedas and how they confirm something called the "Polar Reversal." One portion deals with the "Era of Fertility on the Frozen Continent." Velikovsky reports that work on "Freudian Heroes"—including Ikhenaten—continues. Go to **150**.

(**32**)

54

E.S. WILENTZ BOOKSTORE

Three floors of books! Some titles interest you:

- Harrison's *English/Greek Phrase Book*
- Harrison's *English/Arabic Phrase Book*
- Basel's *English/German Phrase Book*
- Cherry-Gerrard's *The Worst Journey in the World*
- Douglas Planchon's *With Lake in the Antarctic*
- Planchon's *Guide to South America*

You have enough suitcase room for no more than three. Enter any books purchased in your journal. Go to any **New York Location**.

(**New York Location**)

55

You hear a scream. Return to **50**.

(**50**)

56

NEW YORK TAXIS

You can take individual cab trips, but its far better value to book a cab for the day. Go to any **New York Location**.

(**New York Location**)

57

Jacques smiles gallantly, "I am trying to interest wealthy Greeks in the romance of the air. But my little service has not been well received, mmmh? Yet perhaps I may take you somewhere?" If yes, go to **92**; if no, return to the airport entry at **181**.

(**181**)

58

You see three drivers standing near their cabs. One is young, another is an old man, and the third is nattily dressed. Which will you hire? If you can successfully make a Psychology or a Spot Hidden roll then go to **15** first, then choose.

For the young driver, go to **179**; for the old driver, go to **201**; for the well-dressed driver, go to **223**.

(**81**, **131**, **201**)

59

Something's not right. You can, if you are carrying a weapon, get it ready. Go to **50**.

(**76**)

60

ARKHAM ADVERTISER

Information available by phone: for scheduled sailings of ocean liners, go to **136**. For news of Athens, go to **80**.

For each hour spent browsing through the paper's back-issue files, you can attempt one of the following rolls once:

- For a successful Library Use roll, go to **48**.
- For a successful Spot Hidden roll, go to **125**.
- You may also attempt a Luck roll, if you succeed, go to **168**.
- If it is October or later, go to **172** as well.

Once finished at the newspaper, go to any **Arkham Location**.

(**Arkham Location**)

61

You notice flakes of dry skin; someone has left behind his or her sunburn, you think. Quite out of place to do it in this fine shop. You look around and see two figures, one short and one tall, staring directly at you. You quickly leave the shop. Go to **126**.

(**133**)

62

The ancient myths refer to Gotterdammerung, the fall of the Gods. Inexplicably, almost all of these Northern myths say that the climate became colder after that fall. With a successful Luck roll, go to **117**. If failed, go to **74**.

(**41**, **74**)

63

This democratic nation of freedom-loving peoples has a complex and lengthy history. They are fiercely protective of their rights, and even more protective of the precious artifacts of their heritage.

Make a successful Know (EDU) roll and go to **25**. If failed, return to **74**.

(**74**)

64

BOSTON RAILWAY STATION

There are two trains to New York City's Grand Central Station. One leaves at 10am and arrives at 5pm; the other leaves at 4pm and arrives at 10pm. Go to **146** upon arrival in New York City.

Trains depart for Arkham at 10am, 1pm, and 6pm, and arrive one hour later. Go to **16** upon arrival in Arkham.

Should you miss the train, you have friends in Boston who gladly will pick you up and put you up for the night for free. You can then catch your train in the morning (see above).

(**Boston Location**)

65

NEW YORK SUN (EUROPEAN EDITION)

When you browse through the newspaper, you notice three items:

"Amet Keh, Director of the Cairo National Museum, eagerly awaits the arrival of the Karpathos Device, on loan from Athens."

"The casket bearing Professor Gliere, the academic thief from Miskatonic University, has been placed aboard the *Urania* for New York. A memorial service has been scheduled in Arkham, Mass., U.S.A."

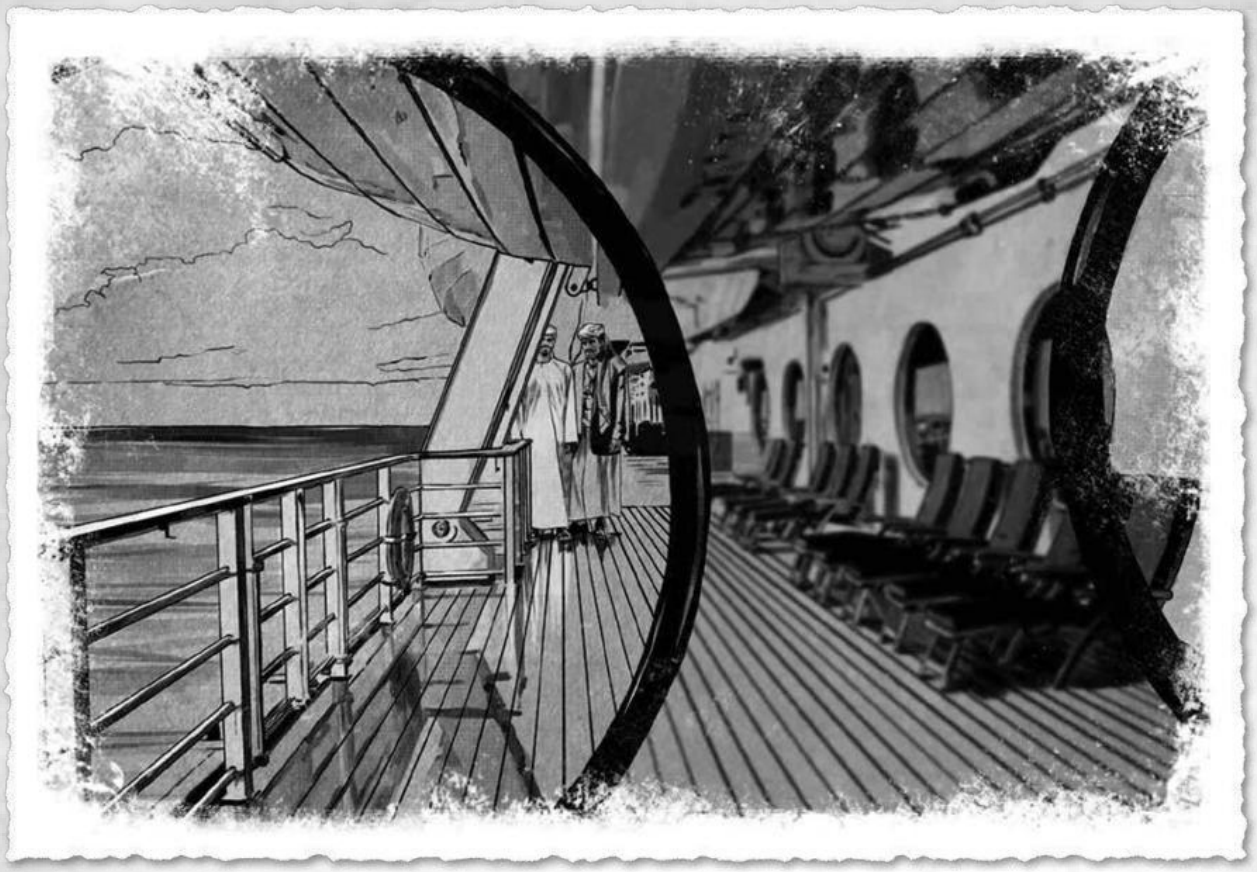
"The Starkweather-Moore Expedition nears readiness as *The Dark Sea* heads for Bremen, Germany. Once there, final preparations include reinforcing the hull for the treacherous journey into the ice floes surrounding Antarctica."

If it is after September 15, go to **95**. If it's before September 15, go to any **Athens Location**.

(**Athens Location**)

66

If you are here, you have gone wrong. Go back to where you just left.



67

Her eyes are wary, but she is listening. Make a Persuade roll. If successful, go to **150**; if failed, go to **45**.

(**113**)

68

In Breasted's classic, *A History of Egypt*, a slip of paper is sticking out. It marks "page 170," and on that page phrases are underlined: "internal conflicts," "the fall of the Old Kingdom," "the triumph becomes complete," "the crocodile god."

You also notice a word on the slip of paper. In Gliere's hand it reads: "Quattara."

Succeed with another Spot Hidden and go to **188**; if failed, go to **150**.

(**24**, **49**)

69

Two foreigners stand on deck. The tall fellow wears a robe with a cowl. He is perhaps Arabic or Turkish. A shorter fellow, ferret-like, looks in your direction. Though they seem out of place on this ship, they make you feel uncomfortable. Move on a day and go to **187**.

(**73**, **83**)

70

"The myth of the cataclysm, or the upheaval, is one of the oldest tales and is found in nearly every culture. These imagined events occurred, according to some Nordic myths, three or four thousand years ago. Other legends, notably those told by the Shikastra sect of Tibet, date the world changing disaster to as recently as 850 BC."—T. Gliere, *The Destruction Myths*.

Go to **145**.

(145)

71

Astonishingly, the skin has the unmistakable look of the preserved flesh of an Egyptian mummy. Return to **44**.

(**44**)

72

You find map of the heavens, resting on one of the shelves. If you want to take a closer look, go to **24**. Or return to **150**.

(**150**)

73

If you have scheduled Room (am), Room (pm), or Room (night), then go to **167**. If you scheduled Ship's Tour (pm), make a successful Spot Hidden and go to **69**. For any other result, return to the ship activity table at **187**.

(**8**, **187**)

74

NEW YORK PUBLIC LIBRARY

While not allowing browsers, the helpful librarians provide a selection of books on a topic. They are busy and understaffed, so only two topics may be researched per visit. You may go to another location and then return here in the same day.

No rolls are needed for these books. It takes two hours to study each topic:

For Archaeology, go to **116**.
For Egyptology, go to **85**.
For Greece, go to **63**.
For Occult, go to **41**.
For all others, go to **138**.

When finished, you may go to any **New York Location**.

(**New York Location**)

75

You arrive safely in three days. Connections could be made to Istanbul, Damascus, and finally to Cairo. Go to **205**.

(**42**, **151**, **152**)

76

The Arab's hand has an eerie, grayish pallor. Claw-like, it grabs the door latch to the pilots' compartment. Attempt a combined POW roll: if you succeed, go to **59**; otherwise, go to **50**.

(**99**)

77

Christos (or your interpreter) tells you, "Gliere hung himself, he killed himself. Yes, his body has been shipped to the United States. Apparently the Professor left nothing behind to be recovered."

If you can make a successful Psychology roll, go to **180**; if you fail, go to **87**.

(**87**)

78

"Take me with you, Boss. I speak good Arabic." If you take him, note it down and return to **160**. Note also that when he translates Arabic for you, you should go to **4**, and then return to your current entry number.

(**160**)

79

His small apartment is cluttered with books and filled with rich aromas. It is the room of a scholar.

Attempt Know (EDU), Cthulhu Mythos, Occult, Spot Hidden, and Listen rolls. Write down the success or failure of each, and then go to **112**.

(**35**)

80

"In a gala ceremony, Zeno Pisistratos was installed as curator of the National Museum of Archaeology at Athens today. Pisistratos, an expert in Greek and Egyptian antiquities, is said to be interested in arranging exchange-exhibits with other important world museums." —Arkham Advertiser, July 20, 1931.

Go to **60**.

(**60**)

81

"I'm Christos. Where to?" You tell him and he'll take you anyplace in Athens. Along the way he says, "Listen, I'm a great interpreter. If you need help with Greek, you couldn't do better

than me. Fifty drachmas a day: I stay with you, drive you around. Like a guide. What do you say?"

Weighing his character, you think there's some chance that he'll abandon you and do a little celebrating on his own as you go from one point to another. But probably he can interpret just fine, and he seems to know where to go. If you want another cab, go to **58**, or go to any location on the **Athens Location Table** with Christos.

(**131**)

82

MISKATONIC UNIVERSITY

Information available by phone: the MU library is open 9am to 9pm, Mon-Sat.

- To visit the library, go to **145**.
- To see Dr. Martin Fen, Chairman of the History Department—before or on 8 Sept., go to **122**—after 8 Sept., go to **143**.
- To see the Dean—before or on Sept. 8, go to **100**—after Sept. 8, go to **197**.

Once finished in the library, go to any **Arkham Location**.

(**Arkham Location**)

83

Go to **69**—if you've been there before, with a successful INT roll go to **115**. Otherwise, move on a day and go to **187**.

(**109**)

84

A chapter notes that the most bizarre case of "undead" occurred among French Legionnaires in North Africa. Outpost guards were found strangled with flecks of dead, scaly skin still sticking to their throats.

To continue looking over the books, go to **41**; or, return to the New York Public Library, go to **74**.

(**41**)

85

"Egypt today is an engaging mixture of ancient and modern. Camels and marketplaces are side-by-side with motorcars and luxurious hotels. Religions of various kinds play a special role in Egypt, some of them of a most unusual nature. It is best, for example, to avoid the cult of Aten, a mysterious and perhaps dangerous group found in the major cities of Cairo and Alexandria."

—Baedeker's Guide to Egypt

With a successful Library Use roll, go to **161**. Otherwise, go to **74**.

(**74**)

86

NEW YORK SUN

"The oft-delayed Starkweather-Moore expedition to the Antarctic nears completion, with a late December departure now virtually certain. Bremenhaven, Germany, will be the expedition's jumping-off point, and its last European port of call."

"An American professor, Dr. Tibor Gliere of Miskatonic University, has been arrested for the alleged theft of an antiquity. Miskatonic's Dean Wilcox reports that a colleague, Professor Louis Grunewald, has gone to Athens to investigate the matter for the University."

If it is after Sept. 8, go to **95**. Otherwise go to any **New York Location**.

(**New York Location**)

87

ATHENS HALL OF JUSTICE

The Hall of Justice and the King's Court of Appeals are open from 9am-noon, and from 3pm. 7pm, Mon-Fri.

If Christos is with you, he knows exactly where to go; if you are alone, you spend an hour before you arrive at the right corridor and find the desk sergeant in charge of the jails. The sergeant speaks no English.

- If Christos is with you, or you have an interpreter, go to **77**.
- If you speak no Greek, but you have an English/Greek phrasebook, go to **6**.
- If you must find someone who speaks English and Greek, roll 1D3 for the number of hours it takes to find someone and then go to **77**.

As you leave, the sergeant seems to remember something. He pulls a letter out of a drawer, and gestures that you may read it. Go to **539**.

(**Athens Location**)

88

While formerly fashionable, avant-garde has become politically suspect. The occult is faddish with many of the younger politicians. Various readings and portents are said to promise a bright future for the Fatherland.

To continue your research, go to **138**, or to return to library main entry, go to **74**.

(**138**)

89

Mrs. Harding glares and slams the door in your face. To sneak in later, when everyone is sleeping, go to **90**. Or you can go to any **Arkham Location**.

(**113**)

90

The boarding house is quiet. You creep onto the porch. To try the window, go to **7**; to try the door, go to **28**. Or you can leave and go to any **Arkham Location**.

(**23**, **45**, **89**)

91

Something glistens beneath his open jacket, troubling you. With a successful Dodge roll, you can push past him and escape; he will not follow; move on a day and go to the ship activity table at **187**.

If you fail the Dodge or wish confrontation, go to **10**.

(**47**)

92

He will take you to Cairo or Bremen, with no questions asked. In order to have daylight to complete the trip, he must take off before noon. If you say yes, read on; otherwise, return to the airport entry at **181**.

The flight is a windswept adventure in an open-cockpit biplane. *Ooh lah lah*! If Cairo, go to **196**; if Bremen, go to **450**.

(**57**)

93

You turn in for the night, the rhythmic clatter of the train soothing to your mind. Attempt a Listen or a Spot Hidden roll, note if you succeeded, then go to **97**.

(**42**)

94

You are lost somewhere in the great desert of North Africa. Your water will last 1D10 days. If you succeed with a Survival (Desert) roll, add 1D3 days to that total (you know how to best ration the water). Write down the number of days your water will last. Each time you go to another entry, subtract a day from your water total. When you run out of water, subtract 6 hit points each time you go to another entry. Halt the calculation when you reach other humans, or when you die.

You start walking. The heat is incredible, but you must go on! Roll 1D10: with a 1 result, go to **213**. With 2, 3, or 4 go to **235**. With 6, 7, 8, or 9 go to **257**. With 10, go to **279**.

(**98**, **341**, **589**)

95

"Professor Gliere's suicide has shocked and saddened the Miskatonic academic community. No word has yet come from Professor Grunewald."

If it is after Oct. 15, go to **178**. Otherwise, go to any **New York Location**, or **Athens Location**, as appropriate.

(**65**, **86**)

96

While you enjoy the painting on deck, you notice one of the female passengers in the class is quietly weeping. Moving to offer her some comfort, you are transfixed as you notice what she is painting: the canvas shows strange, stalk-like creatures, repellant as they stand in a weird landscape of oddly-angled buildings bathed in a purple light. Somehow the creatures seem to be screaming, though they have nothing that you can identify as mouths. Horrified, you move away without saying anything.

Return to **171**.

(**171**)

97

If you succeeded, you hear the slinky sound or smell the reptilian odor of asps. They are slithering on the floor. Two seem to be under the bedclothes! In moments they'll be at your head.

If you stay where you are, you will automatically die. To pull the emergency cord, go to **427**. To leap out the window, go to **151**. To jump to the door of your room, go to **152**.

(**93**)

98

The plane's engine roars into life. You smugly taxi down the runway and head the craft expertly into the wind. You give her the throttle and the plane hurtles down the tarmac and into the air. You're airborne! Make a successful Pilot (Aircraft) roll, and you can stay there. Fail, and you crash (yes, THE END).

If you stay in the air, a successful Navigate roll gets you to Cairo Airport, go to **196**. Fail the roll and you land elsewhere, go to **94**.

(**43**)

99

As you enter the passenger compartment, a steward in a blue uniform offers you a piece of chewing gum and some cotton. He gestures that the cotton is for your ears. You take one of the wicker seats in the plane. As you look out toward the terminal building, you see two brutal-looking men intently watching the plane. As your face comes into their view, you see them point and smile. If you think you shouldn't be on this flight, return to the airport entry at **181**.

If you stay aboard, you see other passengers file in: a number of Arabs, an Englishman energetically chewing his gum, a Greek tycoon, and a colonel in the Greek military. The thud of the corrugated aluminum door is met with the screeching whine of the engines springing to life. A fitful roar fills the cabin. The attendant stands in back as the plane sails smoothly into the sky.

As you head south, the cabin is much colder than you imagined it would be, even though you're quite near the heating ducts. "Chew your gum!" the Englishman shouts above the din. "The gum! It will help your ears!" You smile and signal OK.

After a while, one of the Arabs gets up and moves to the front of the cabin. He is a tall fellow, moving slowly. The steward moves forward, perhaps to direct him to take his seat. The toilet, if that is his goal, is in the opposite direction. The Arab opens the cockpit door. Make a Spot Hidden roll: if you succeed, go to **76**; if not, the Arab goes into the cockpit, go to **50**.

(**181**)

100

The Dean shakes his head, "Out of the question, Grunewald. I already have that young dolt Perkins covering for Gliere. And now you want to leave? Not a chance, sir." Does the Dean leave you no choice? To threaten to resign, go to **186**. To forget the whole business and let Gliere fend for himself, go to **574**.

(**82**)

101

MODERATE HOTEL

This hotel offers a clean room and a quiet night of sleep. If you spend a second night here, go to **26**; otherwise, go to an Athens or Egypt location the following morning (as appropriate) on the **Athens** or **Egypt Location Tables**.

(**Athens Location** or **Egypt Location**, as appropriate)

102

If it is after 8 September, go to **147**. If not, and if you're Grunewald, you can rest and have a repast: go to any **Arkham Location**. If you're not Grunewald, go to **120**.

103

CAIRO TAXIS

On the few main streets of Cairo, cabs of every variety, from sleek new Packards to old Fords running on makeshift parts, can be found. You can hire a driver to stay with you for the day, or you can walk (each trip to a location costs an extra hour). Go to any Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

104

PIER 56: CUNARD LINES

The representative informs you that a liner departs each Saturday at noon, reaching Athens at noon nine days later, and Alexandria at 1pm one day later. Tickets are available and include all meals.

Upon departure, go to **187**. In the meantime, you may go to any **New York Location**.

(**New York Location**)

105

The sailors talk about some kind of curse, which they say is leaving Greece. You also hear that the *Kyonas*, an ocean-going motorship, is for hire. Return to the café at **20**.

(**20**)

106

The small man pulls out a dagger and swings it toward your midsection with alarming speed, but it misses and sticks into the wall. Meanwhile you can retrieve a weapon (if you carry one) or you can run.

If you decide to run, a successful Dodge roll gets you out the door to safety; if you fail, the small man attacks again (50% (25/10) attack, 1D6 damage).

If you retrieve a weapon, you may use it before the attacker uses his. If you do, and are able to deal 3 or more hit points of damage, the coward runs from the cabin and escapes. If you miss, he has a chance to attack again. He'll continue to strike at you until you do him 3 or more hit points of damage or until you die.

If you survive, an unsuccessful search is made for the attacker. If you are injured, the ship's hospital can attend to your wounds, to go **585**. Once any wounds are healed, or if you are unharmed, move on a day and go to the ship activity table at **187**.

(**47**, **135**)

107

You make out "Gliere," and then a word like "strangled." Then the men stop talking and look up at you. To gesture to ask to play, go to **581**; to leave the table, go to **20**.

(**20**)

108

You're assigned a battered black Peugeot and a bright-eyed young Egyptian. He speaks some English but has no particular interest in your mission. Roll 1D10: with a result of 1,2, or 3 go to **321**; for any other result, go to **324**.

(**320**)

109

If you chose to Stroll Decks (am), Rest on Deck (pm), or go to the Cocktail Party (night), go to **83**. Otherwise, go to the next day on the ship activity table at **187**.

(**187**)

110

Some of the wonderful devices were said to open secret chambers or panels in the tombs. These chambers were thought to be in places that looked like solid rock. No intact device has been found, though, nor have any such chambers been discovered. Go to **74**.

(**116**)

111

The film today is Alfred Hitchcock's *Murder*. You look forward to seeing the film and feel that young Hitchcock is a promising director. Make a Listen roll, record the result, then go to **137**.

(**126**)

112

If any of your rolls were successful, read the appropriate entry below. If all your rolls failed, go straight to the paragraph after the bullet points.

- **Cthulhu Mythos or Occult roll:** you realize Hawkes' library is stocked with a strange assortment of titles: *Marvels of the Spirit World*, Crowley's *Incantations*, Weinburger's *Die Mond*. Add +10 percentiles to your INT roll for the rest of this entry only.
- **Spot Hidden:** you see that the stout chair in the center of the room has odd, regular notches and grooves in its arms, legs, and back; add +10 percentiles to your INT roll for the rest of this entry only.
- **Listen roll:** you hear some deep breathing behind a nearby curtain. Add +10 percentiles to your INT roll for the rest of this entry only.

Make an INT roll, adding any bonuses for this entry (if any). If you succeed, you realize that you should get the hell out of here. From behind the curtain, a hand suddenly reaches out for you, but a successful Dodge roll gets you away and out the door; go to any **Athens Location**.

If you failed the Dodge or the INT roll, the heavy breather grabs you and shoves you into the chair, the one with the odd grooves and notches. You hear the sharp sound of releasing springs, and metal bands wrap around your arms and legs, holding you tight to the chair. There is nothing you can do! How foolish you were to have trusted a strange man you've only just met.

Now the heavy breather steps around so that you can see him clearly. You see dry, leathery skin, portions of which flake away as he moves. The eyes are hollow, inhuman. Hawkes sniggers, and introduces you to Achmed, who Hawkes says is nearly 3,000 years old, and who is very, very hungry. You are wild-eyed, and the sound of Hawkes' maniacal laughter screams in your ears. Achmed's mouth opens slowly, and he leans toward your helpless body. You see that his teeth are long, yellow, and very sharp. Your screams fill the room, but no one comes to save you. It is ... THE END.

(**79**)

113

HARDING HOUSE

Mrs. Harding greets you amiably. She is uncertain whether she should show you Gliere's room. To try to Fast Talk her, go to **23**; for Charm, go to **45**, to use Persuade, go to **67**; to try a bribe, go to **89**.

(**Arkham Location**)

114

The police say that the Karpathos Device is gone. As for who took it, there are only rumors—if you wish to seek such rumors out, go to the Fuzira Marketplace at **134**. Otherwise, go to any Cairo location on the **Egypt Location Table**.

(**144**)

115

You ask the purser about the foreign pair seen on deck. "Egyptian, I believe. Rather a strange lot, I'd say. Haven't been giving you any trouble, have they?" You thank him and leave. Move on a day and go to the ship activity table at **187**.

(**83**)

116

It is suggested that the Karpathos Device found in 1900 is in fact of Egyptian origin or design, but was, for some reason, stolen. In fact, some scholars have argued that it is one of the "wonder devices" of the Aten pyramids. If you can make a successful History or Hard Know (half EDU) roll, go to **110**; if you fail, go to **74**.

(**74**)

117

There is an etching of a supposedly enchanted symbol (see image, page 27). You think the drawing important, and copy it down.

You can look over the other books, go to **41**; or return to the New York Public Library, go to **74**.

(**62**)

118

NATIONAL MUSEUM OF ARCHAEOLOGY

To look around the museum, go to **176**. If it is before December, you can try to see Pisistratos, the Museum Director, go to **153**. After November, the Director is on vacation.

(**Athens Location**)

119

The friendly natives of Micronesia seem to have some deep-seated fear of an angry god who will rise from the sea. British sailors, seeing the odd idols throughout the islands, named the god "Old One-Eyed Reilly."

To continue your research, go to **138**, or to return to library (main entry), go to **74**.

(**138**)

120

The back door is ajar. You enter the small house and a strange, repellent odor assaults your nostrils. Then you hear a car pull away from in front of the house. You look out, but see only a long black sedan disappear around the corner.

Everything looks okay until you enter Grunewald's office. It has been totally ransacked. Books and papers are everywhere.

You can go to any **Arkham Location**, or you can make a search: to search, spend one hour and go to **165**.

(**102**)

121

You see the book *Nameless Cults*, in the Golden Goblin Press edition. You thumb through it—vile stuff, you decide. Something about this book alarms and fascinates you and you spend an hour reading it over. Gain +3 Cthulhu Mythos skill points for your initial reading. You take the book with you.

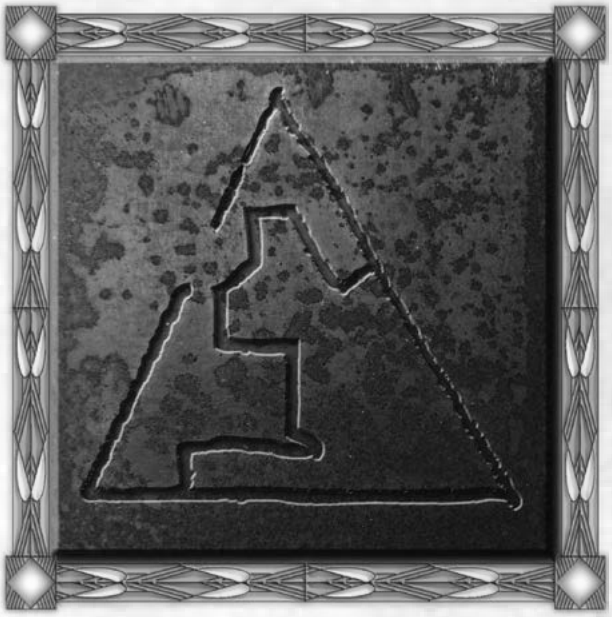
Later, if your curiosity overcomes your common sense, you may fully read the book at a cost of 2D8 Sanity points; plus adding +9 percentiles to your Cthulhu Mythos skill. If you wish to learn the spell "Summon Byakhee", roll 1D6 for the number of days that takes. Note that once this period has expired, you are now able cast the Summon Byakhee spell (see *Call of Cthulhu Rulebook*, page 263). Go to **150**.

(**150**)

122

His eyes narrow when he hears your news. "Gliere in jail? And you want to go rescue him? You'd best talk to Dean Wilcox." If you want to talk to the Dean, go to **100**; if you don't, then go to **82**.

(**82**)



Entry 117 - The Enchanted Symbol

123

You go to your room. Make a Listen roll: if failed, go to **185**, and good luck.

If you succeeded, you hear footsteps outside your door. Write two simple sentences stating what you'll do, then go to **594**.

(**26**, **164**)

124

They are Egyptian hieroglyphics. Make a successful Language (Hieroglyphics) roll and go to **212**. Fail, and go to **150**.

(**29**)

125

"Greek sponge divers have recovered a puzzling device off the island of Karpathos, a small island between Crete and Turkey. The device is a mechanism believed to be thousands of years old, yet bright and untarnished, as though made yesterday. Scientists have declined comment on the metal from which the device is made. Archaeological experts from the National Museum have taken possession of the oddity for further study."—*Arkham Advertiser*, June 8, 1900.

Return to **60**.

(**60**)

126

If you chose Cinema (am), go to **111**. If you chose Shopping (pm), go to **133**. If you chose Library (night), go to **155**. If you've completed all of those, or are doing different activities this day, then move on a day and go to the ship activity table at **187**.

(**61**, **133**, **137**, **187**, **192**)

127

EXPENSIVE HOTEL

This is the best class of hotel. It has 24-hour room service. On your second night here, roll 1D10: with a result of 9 or 10 go to entry **26**. On the third night here, roll 1D10: with a result of 8, 9, or 10 go to entry **26**. For each additional night you stay here, increase the chance for proceeding to entry **26** by one additional result; otherwise, go to any **Athens Location** the following morning; or, if Cairo, go to the **Egypt Location Table**.

(**Athens Location** or **Egypt Location**)

128

It's on a ship right now, bound for Cairo. Go to **204**.

(**21**)

129

The asp poison is strong; make a Hard CON roll. If you fail, the poison begins to work. With a successful Luck roll, your screams bring a competent doctor and the conductor. It takes 1D3 rounds for the conductor to club the snakes and for the doctor to tend to you, who will extract the poison when he arrives. You may attempt a First Aid roll on yourself if the doctor doesn't hear you: if successful, you manage to extract the poison and only take 1D4 hit points damage.

You lose 1D4 hit points each round while the poison is in your system. Lacking a doctor or your own First Aid skill, you die painfully. It is ... THE END.

If you survive, you reach Cairo (without further incident) in exactly 72 hours, go to **205**.

(**152**, **427**)

130

ATHENS BUREAU OF INVESTIGATION:

The Bureau is open from 9am-noon, and 2pm-6pm. You quickly locate the office of the investigator in charge of Gliere's case, a Corporal Ilionas. After a few pleasantries, his words stun you.

"Sir, I regret to inform you that Professor Tibor Gliere is dead by his own hand. He has hanged himself. Perhaps he was too ashamed of his theft of the Karpathos Device from the museum. We do not know. But yes, a suicide. A sad end."

Your mind reels. You have come all this way, to no purpose. You cannot believe that Gliere would end his own life, even though his career was in jeopardy. Is Ilionas positive?

"You suspect foul play? No, that is not reported. The pathologist found signs of self-mutilation, common enough with suicides. What? Oh-the doctor is vacationing in Switzerland. He will not be back for weeks." The Corporal considers for a moment. "You can see Gliere's cell, I suppose, unless someone new has been moved in. He was held at the Hall of Justice."

If you can make a successful Persuade or Charm roll, Ilionas allows you to use his name at the Hall of Justice. If you want more information from him, go to **204**. If you ask about getting a Greek interpreter, go to **170**.

When done here, you may go to any Athens Location. There is a cab stand at the door; go to **131** for a taxi.

(**Athens Location**)

131

If you have been at this entry before, go to **58** instead.

A slender, dark-haired young fellow calls out, "Hey, English! Taxi! Anywhere in Athens, five drachmas!" If you get in, go to **81**. If you want another cab and driver, go to **58**.

(**130**, **204**, **226**, **248**)

132

The man leaves you alone. Move on a day and go to the ship activity table at **187**.

(**203**)

133

What a splendid ship! You have all the comforts of a big city within a few hundred feet of your cabin: beauty salon, fine men's clothing, jewelry, sporting goods, books, etc. You decide to look at some new gloves. Make a successful Spot Hidden roll and go to **61**. Otherwise, you continue your day. Go to **126**.

(**126**)

134

FUZIRA MARKETPLACE

The market thrives from early morning to after sunset. There are hundreds of shops and stalls. Many signs are in English, and many British troops idly walk around. You can choose from among the following:

- For caravans and travel, go to **384**.
- For pottery and artifacts, go to **374**.
- For fortune telling, go to **318**.
- For an outdoor cafe, go to **340**.
- For outfitters and suppliers, go to **383**.
- For a dagger-throw game, go to **414**.

When you've finished at the market, go to any Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

135

As you walk down a corridor, attempt a Spot Hidden roll. If successful, you notice a small Egyptian fellow lurking ahead of you. You may have seen him before. He holds something in his hand (see below). If you failed the Spot Hidden, go to **106**.

If you noticed the lurker, you took a side passage and quickened your pace. Now you hear his footsteps scurry after you. Is it only your imagination, or are the corridor lights dimming? Make a successful Know (EDU) roll to reach the deck and the safety of the promenade; move on a day and go to the ship activity table at **187**. If you failed the Know roll, you take a wrong turn and the passageway suddenly ends in a locked hatch reading "No Admittance." Go to **106**.

(**148**)

136

A Cunard liner departs Pier 56 in New York City every Saturday for Athens and Alexandria, with intermediate stops. The trip takes nine days to Athens and one more to Alexandria. Return to **60**.

(**60**)

137

If you made your Listen roll: you hear two people coming down the row of seats and sit behind you. Entering, you noticed that the theater was nearly empty. A successful DEX roll gets you out of your seat in time, and out of the theater. Move on a day and go to the ship activity table at **187**. If you failed the DEX roll, read on.

If you failed the Listen (or DEX) roll: just as you become aware of people behind you, two massive, leathery hands (with the skin flaking off as they close) clamp around your neck like a vise and start to strangle you. Make a Hard STR roll. You have 1D6 tries to succeed in breaking free before you blackout—you have been murdered... THE END. If you succeed, you run out of the theater, to safety. You will not be pursued, but your attackers will not be found, either. Go to **126**.

(**111**)

138

Your mind reels as you see all the areas you could study. Three in particular seem of interest:

- For Polar Studies, go to **163**.
- For Pacific isles, go to **119**.
- For Germany, go to **88**.

You may select only two areas per visit, but you may leave the library and return the same day for additional visits. Each area of study takes two hours to explore. When you wish, return to **74**, or go to any **New York Location**.

(**74**, **119**, **163**)

139

Just at that moment, one of the ship's officers enters, distracting the thing—allowing you to get away! The officer, his hair standing on end, wisely turns on his heels and runs with you down the hall to safety.

The captain has you guarded for the rest of the trip; no sign of your attackers are found. You have no more ship activities selections. Mark off the remaining days and disembark at Athens at **173**, or Alexandria at **195** (if that port is your destination).

(**155**)

140

You read the following: "Where is the Lost City of the Old Ones? Where are the treasures of the Eldritch Masters? Cursed are they, condemned by the shoggoths to lie buried, waiting in the ice, for one more turn of Aten's Top."

Add +1 percentile to your Cthuthu Mythos skill and subtract 1 Sanity point. With a successful Language (Hieroglyphics) roll, go to **157**. Fail the roll and either continue looking over the books, go to **41**; or, return to the New York Public Library, go to **74**.

(**41**)

141

You hear thunderous snores. This room is occupied and can't be Gliere's room; you better try a different door. Try to make a successful Stealth roll: if failed, go to **51**; if successful, go to **52**.

(**11**, **52**)

142

"Martini, straight up, please." He turns to you. "I couldn't help but notice, old friend, that some strange people seem to follow you. A word of advice: stay off the deck, suspect everyone, stay out of the library and other lonely spots. I've seen these assassin types in action, by God."

You have never seen him before. He then talks about chess for a while, finishes his martini, and leaves. You never see him again. Move on a day and go to the ship activity table at **187**.

(**203**)

143

Dr. Fen shakes his head, "I wish I could be of help. Perhaps our Dean, Dr. Wilcox, can tell you what you want to know." To see the Dean, go to **197**. For the library, go to **145**. Or go to any **Arkham Location**.

(**82**)

144

CAIRO POLICE

Affable enough, they have no information concerning what you want to know. If it is after October 31, go to **114** for more; otherwise, go to any Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

145

For each hour at Miskatonic's library, attempt to make a successful Library Use or Spot Hidden roll: if you make the library Use, go to **25**; for the Spot Hidden, go to **70**. You can return to the Miskatonic University, go to **82**; or any **Arkham Location**.

(**70**, **82**, **143**)

146

GRAND CENTRAL STATION

If arriving in New York City, go to the New York Location Table.

If departing for Boston, there are two departures for Boston every day. One leaves at 8am and arrives at 3pm; the second leaves at 6pm and arrives at 12:30am. From Boston you may connect with a local train for Arkham. Wait here for your train and then go to **64**, or go to any **New York Location**.

(**New York Location**)

147

Grunewald's room looks as though someone departed hastily. Go to **102**.

(**102**)

148

If you chose Stroll Deck (am), Shuffleboard (pm), or Stroll Deck (night), go to **135**. If you already have been to 135, go to **579** instead.

(**187**, **193**)

149

UNIVERSITY OF AL-AZHAR

Much open-minded learning and studying occurs in this incredible Cairo institution. Lately the presence of British troops makes many Egyptians reluctant to talk with foreigners

You can visit the library at **215**, or visit one of the departments within the mosque-like main building. Each visit costs one hour; additional time may be demanded within particular departments:

- For Islamic Culture, go to **216**.
- For Ancient History, go to **217**.
- For Modern History, go to **238**.
- For Languages, go to **239**.
- For Science, go to **260**.
- For Literature, go to **261**.

When you're finished here, you may go to any Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

150

You enter and cautiously turn on a light to see a room in proper professorial confusion. Scattered about are books of myths and fables, and there are bundles of clippings from various foreign newspapers. For each hour you spend here, you can attempt one roll for one of the following skills. Each skill may be tried once daily.

For a successful Astronomy roll, go to **24**.
For a successful Science (Cryptography) roll, go to **29**.
For a successful Cthulhu Mythos roll, go to **121**.
For a successful INT roll, go to **32**.
For a successful Luck roll, go to **49**.
For a successful Spot Hidden roll, go to **72**.

Finished? You may try a Stealth roll to sneak out, no matter what the hour; if you fail, go to **51**. If you succeed, go to any **Arkham Location**.

(**24, 29, 32, 51, 52, 53, 67, 68, 72, 121, 124, 188, 208, 212, 282**)

151

The window gives way and you tumble from the train: you lose 1D6 hit points. At the next stop, you must wait 24 hours for another train. Go to **75**.

(**97**)

152

Make a Jump or a Dodge roll: if successful, you made it over and past the snakes, go to **75**. Fail the roll and you're bitten, go to **129** for the consequences.

(**97**)

153

A young secretary guards the door to the Museum Director's office. She informs you in careful English that Mr. Pisistratos' schedule is full.

If you want to push your case, arguing with the secretary in the hopes of seeing Pisistratos, go to **34**. If Christos is with you, you also can go to **22**. If you are finished here, go to **118**, or to any **Athens Location**.

(**118**)

154

Many private homes, from huts to mansions, have rooms to let to visiting tourists. They are very safe. Each night that you spend in a private home, attempt one Luck roll: if you succeed, go to **198**.

When you wake, go to any Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

155

The library is deserted. Well, peace and quiet is just what you crave. You're examining the newest Agatha Christie novel when a short, sullen-looking fellow enters the room, followed by a tall man wearing a cowl. You nod uneasily and then return to your book, uncomfortably aware that they are moving nearer. You look up again. The short man smiles, and pulls out a gleaming dagger.

If you have a weapon, make a DEX roll to see if you get it out before the dagger lands (50% (25/10) chance to hit, 1D6 damage)—otherwise you'll have to try and Dodge the blow.

If you manage to wound him for 8 or more hit points of damage, he breaks off the attack and falls unconscious. He'll continue to stab while you fight back or dodge. If you have a handgun, you may fire on your turn at point-blank range (gain a bonus die for your attack roll). If, on your turn you succeed with a Dodge roll, you evade him and try to make a run for it.

If your attacks force him to break off, or if you get past him, his tall companion stands at the library entrance, blocking your escape. You can shoot or try to hit the tall hooded figure. As you launch a desperate series of attacks to make your escape, you see your blows (knife, bullets, etc.) go through him into the bulkheads, as if he were a ghost! His inhuman glowing eyes are now visible within the gloom of the cowl, and you feel a deathly chill in the air. Make a Sanity roll: 0/1D6 Sanity points are lost for seeing this horror. Now the thing's hands reach out and he comes for you. Only a successful Luck roll can save you now: if you succeed, go to **139**. If you fail, you know with certainty that it is ... THE END.

(**126**)

156

"DEC. 20, BREMENHAVEN – The Starkweather-Moore expedition departed today under clear skies and calm seas. Despite the record cold temperatures, many came to the pier to see off the expedition."

Go to any **New York Location**.

(**190**)

157

You read about the Top of Aten, a rumored relic from the period of Akhenaten. The top, a magical device, in some sources is mentioned as the cause of the Old Kingdom's fall. It was Akhenaten who came to possess it and who (some scholars hint) worshiped the ancient evil ones who designed it. Akhenaten's strange disfigurement is said to have been caused by his meddling in bizarre magical rites.

If you wish to continue looking at the books, go to **41**; or, return to the New York Public Library, go to **74**.

(**140**)

158

You have one chance to fire before the things pull you off-balance and into the pit. Despite the range being point-blank, the darkness negates any bonus die you would have had, so your chance to hit is Regular. Each ghast has 3 points of armor. If you can hit and wound one, both will quickly retreat and fade away into the darkness, and you can jump back to **303**. If you inflict no damage, you miss your chance to fend them off, go to **369**.

(**355**)

159

It is said that the spirits of the Pharaohs haunt the pyramids, and that some unfortunates even have seen them. With a successful Spot Hidden roll, go to **182**; fail, and you can continue looking through the books, go to **41**; or, return to the New York Public Library, go to **74**.

(**41**)

160

A peeling but sturdy-looking vessel rests beside the pier. It is the *Kyonas*. On deck, you see a sign: "SHIP FOR HIRE - see Capt. Miko Rduka." If you want a secret way to leave Greece, this might be it. Rduka, the half Armenian and half Greek captain, will take you anywhere in the Mediterranean. It takes 24 hours to get the vessel loaded, fueled, and crewed.

If Christos is with you, go to **78** and then return here.

If you hire the *Kyonas*, you sail at this time the next day, and reach Alexandria exactly 48 hours later, go to **195**; otherwise return to the **Athens Location Table**.

(**Athens Location**)

161

You get specific directions to the Fuzira Marketplace. Two alternate names for the marketplace run through your mind: "The place where anything can be lost or gained," and, "the place where souls are bartered." You idly thumb through the volume. You think you would like to go to Egypt. Go to **74**.

(**85**)

162

"You have wandered into something beyond your wildest dreams," he says. "My friends wish to help you. Find out what you must, then meet me at the Parthenon at sundown." He drops you off at any **Athens Location**.

(**201**)

163

"Instances of 'Dementia Antarctica' have been experienced by many parties exploring the frozen continent. The most recent and vivid account was rendered by the disaster-plagued journey of Lake to the unexplored northwest regions. The bizarre reports even shocked people familiar with the phenomenon. The rescue party succumbed to the isolation and cold, and all survivors spent months in sanitariums babbling about lost cities and subterranean horrors. Recently, specialists have suggested that an enriched diet will prevent such terrible delusions."

Succeed with a Luck roll and go to **184**; otherwise go to **138**.

(**138**)

164

HOTELS

Space is a bit tight, but you must get a room. Roll 1D10 to see how you fare: for 1, 2, or 3 go to **123**; for 4, 5, or 6 go to **101**, for 7, 8, or 9 go to **127**; for 10 go to **154**.

(**Egypt Location**)

165

Except for detritus normal to an academic life, you find nothing. For another hour of searching and a successful Spot Hidden roll, go to **5**. Otherwise, go to any **Arkham Location**.

(**120**)

166

You see Pisistratos, the Museum Director, who is showing the museum to an English dignitary. You rush up to Pisistratos, asking your questions quickly. He speaks briefly, but tries to dismiss you, saying he does not know why Gliere stole the antiquity.

Make a Psychology roll: if successful, go to **17** and then return here.

He also says that it's normal for loans, such as that of the Karpathos Device, to be made. Make a Psychology roll: if successful, go to **1** and then return here.

Finally, he states that the Karpathos Device is a type of clock. Make another Psychology roll: if successful go to **4** and then return here.

Pisistratos, perturbed, and somewhat embarrassed, then moves on. Go to **118**, or go to any **Athens Location**.

(176)

167

You hear a knock at your cabin door. "Cabin steward, sir. May I make up the room?" If you tell the steward to come back later, go to **8**; if you let him in, go to **47**.

If you have already been here, move on a day and go to the ship activity table at **187**.

(**73, 171**)

168

The archaeological team at the National Museum in Athens have reported on the Karpathos Device, noting the inexplicable markings on its surfaces and the complex network of gears and linkages. The team has established that the Device is at least 2,000 years old, although some suggest it might hold a more ancient date. The report implies an ancient level of technical achievement previously undreamt of by scholars.

Cryptic Greek inscriptions were found on the outside edges of some gears, while some interior sections were marked with unusual Egyptian hieroglyphics. The team makes no guess about the function of the Device.

If in Arkham, go to **60**; if in Athens, go to **176**; if in Cairo, go to **206**.

(**60, 176, 209**)

169

You recall that Aten, the sun god, became the center of the new monotheistic cult founded by Akhenaten. The strange practices begun by the Pharaoh became more bizarre as the young ruler grew more deformed.

You ponder your adventures so far, thinking about the events that have brought you here. In the morning go to any Cairo location on the **Egypt Location Table**.

(**175**)

170

After 1D3 hours of waiting around, Evgenia, an interpreter is found for you. If you wish, you are able to hire Evgenia for the length of your stay. Go to any **Athens Location**.

(**130**)

171

If you chose Rest in Room (am), go to **167**; if you chose Oil Painting (pm), go to **96**; if you chose Cocktails (night), go to **203**.

If you have seen all of these numbers before, go to **385**.

(**132, 142, 187, 193**)

172

Tibor Gliere's suicide stunned Miskatonic University. The disappearance of Professor Grunewald under suspicious circumstances has set rumors flying. Dean Wilcox is puzzled, upset, and unwilling to give an interview, but his secretary confides that Dean Wilcox hasn't a clue as to what is going on. Go to **60**.

(**60**)

173

ATHENS HARBOR (PIRAEUS)

If arriving by boat: approaching the coast, you see that it is similar to that of New England, with oddly-shaped inlets, gulfs, and headlands. But New England is cool, moist, and green; here, luxurious golden warmth pervades everything. The Greek republic, only seven years old, totters under the hardships of the worldwide depression. The people are eager for tourists, as foreign money is much needed. Your ship docks at the gaily-decorated harbor at Piraeus. Higher up in the hills beyond, Athens gleams beneath

Entry 173 - A skybound view of Piraeus

the midday sun. Many black automobiles bear the word "taxi" hand-lettered on their sides. If you decide to take a cab to the Bureau of Investigations, go to **130**; otherwise, go to any **Athens Location**.

If leaving Athens, a steamer departs for Alexandria every Tuesday and Friday at 3pm, and arrives exactly 24 hours later. On arrival go to **195**.

If leaving for Bremen, a ship leaves every Tuesday and Saturday at 4pm, and arrives in Bremen exactly 120 hours later. On arrival go to **449**.

If leaving for New York, a ship leaves every Friday at noon, and arrives in New York City exactly nine days later. On arrival go to **574**.

(**Athens Location**)

174

The Karpathos Device is in Cairo at this moment. Go to **204**.

(**21**)

175

Your host understands that you're a scholar of some sort, and he acts scared. You question him, and you glean the words "Aten," "door," "open," and then he leaves with an anxious prayer upon his lips.

If you can successfully roll your History skill, go to **169**; if you fail, you sleep soundly and can go to any Cairo location on the **Egypt Location Table** the next day.

(**198**)

176

You see the fabulous treasures of ancient Greece. You also find the stand where the Karpathos Device, replaced at the moment by a drawing and a photograph, is normally kept.

Go to **168** for more information on the Device and then return here.

The notes speculate that the Karpathos Device is some kind of astronomical clock designed to aid priests. Other scholars feel it may have been designed to actually create something material. Still others see it as merely an elaborate amusement for some wealthy noble or merchant. The origin of the device is not uncertain, nor has the substance of which it is made been determined.

Make a Luck roll: if successful, go to **166**; if failed, go to **118**, or go to any **Athens Location**.

(**118, 166, 168**)

177

You push past the secretary and burst into Pisistratos' office. He stands up, blinking. "This is an outrage," he sputters in excellent English. Christos leaps upon him and pushes him back into the chair. "Ask your questions boss," says Christos.

You swagger over and grill the Museum Director. He tries to put you off, saying he doesn't know why Gliere stole the Device. With a successful Psychology roll, go to **17** and then return here.

Pisistratos also says that it's normal to make inter-museum loans, such as the one that sent the Karpathos Device to Cairo. If you can make a successful Psychology roll, go to **1** and then return here.

Finally, the Director states absolutely that the Karpathos Device is a type of clock. Make another Psychology roll: if successful, go to **4** and then return here.

Christos intervenes, "The police, boss, we'd better scram." You both run out of the office, leaving Pisistratos shouting curses at you. Go to any **Athens Location**.

(**22**)

178

The Karpathos Device has arrived safely in Cairo for an extended display. Curato Amet Keh is reported as thrilled to have it on loan.

If it is November or later, go to **190**. Otherwise, go to any **New York Location**.

(**95**)

179

The young fellow takes you wherever you want to go. Go to any **Athens Location**.

(**58**)

180

The man appears afraid. Pressing him further, he admits fear, "I don't think Gliere killed himself. Someone wanted him dead. Someone or something! I don't know … It had to do with the Karpathos Device. Gliere kept saying that it must not go to Egypt."

Make a Persuade roll: if successful, go to **202**; otherwise go to **87**.

(**77**)

181

ATHENS AIRPORT

At the tiny airport, three aircraft sit beside the airstrip. A Douglas M2 mail plane, ten years old and looking it, rests alone. A Ford TN-Motor waits in front of an open hangar. A Fokker T-2, a strange bird with its snub nose, has a mechanic working on it. You notice a single bystander who seems to watch you intently.

Inquiries at the office reveal that the TN-Motor makes regular flights to Cairo. It leaves at 8am daily. If you buy a ticket, go to **99** when the flight is due to take off.

The mail plane is not delivering mail anymore. The pilot, Jacques Risee, sits in the tiny bar. If you wish to see him, go to **57**.

The clerk says that the Fokker is unavailable, but if you want to look it over, go to **43**. If you are done here, go to any **Athens Location**.

(**Athens Location**)

182

You find the symbol of the cult of Aten (see image below), the so-called Egyptian death cult. You think that you may have seen that shape before. To return to the New York Public Library, go to 74; or to continue looking through the books, go to 41.

(**159**)

183

ATHENS RAILWAY STATION

The train to Istanbul, Damascus, and finally Cairo leaves daily at 12 noon. It takes three days to make the trip. Go to **42** if you take the train to Cairo.

The train north to Vienna and then to Bremen leaves daily at 9am, and takes three days to arrive. To take the train to Bremen, go to **449**.

You notice that a man looks up from his newspaper and studies you intently.

Take a train or go to any **Athens Location**.

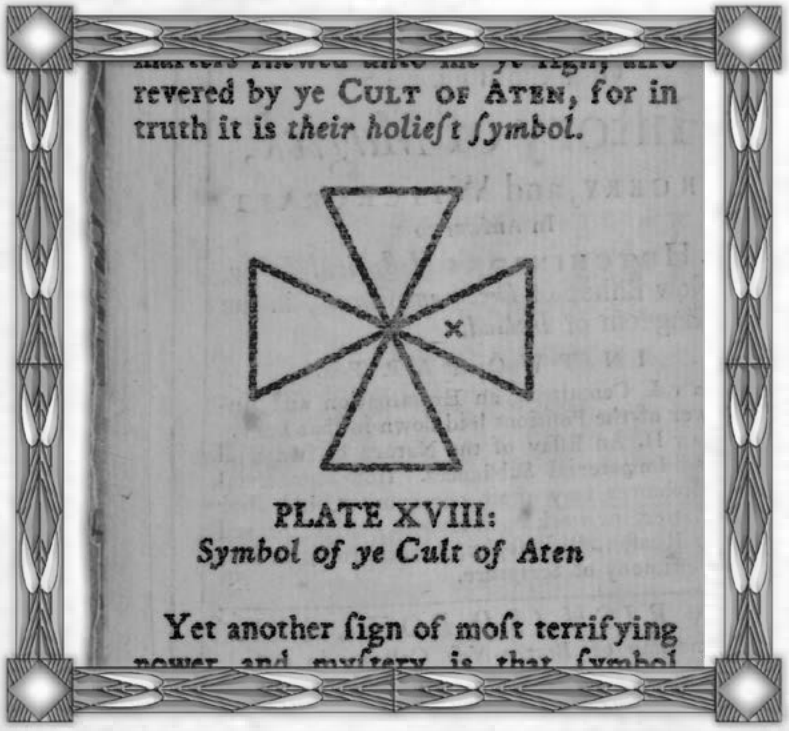
(**Athens Location**)

184

Preparations are said to continue apace for the Starkweather-Moore expedition to Antarctica. The expedition will retrace the steps of the ill-fated Lake-Douglas party. The new expedition sets sail in December, from Bremenhaven.

To continue your research, go to **138**; or, return to the library (main entry), go to **74**.

(163)


revered by ye Cult of Aten, for in
truth it is their holieſt ſymbol.
PLATE XVIII:
Symbol of ye Cult of Aten
Yet another ſign of moſt terrifying

Entry 182 – The Symbol of the Cult of Aten

185

Two figures enter, a short man holding a wicked-looking dagger and a tall man dressed in a shadowy cloak. The short man comes at you.

Make a DEX roll to see if you get a weapon out before the short man attacks you (if you wrote down that your weapon is readied, then forgo the DEX roll). The man has a dagger (50% (25/10) attack, 1D6 damage). If your weapon isn't readied, you'll have to try and Dodge the blow.

If you manage to wound him for 8 or more hit points of damage, he breaks off the attack and falls unconscious. He'll continue to stab while you fight back or dodge. If you have a handgun, you may fire on your turn at point-blank range (gain a bonus die for your attack roll). If, on your turn you succeed with a Dodge roll, you evade him and try to make a run for it.

If your attacks force him to break off, or if you get past him, his tall companion stands at the library entrance, blocking your escape. You can shoot or try to hit the tall hooded figure. As you launch a desperate series of attacks to make your escape, you see your blows (knife, bullets, etc.) go through him into the bulkheads, as if he were a ghost! His inhuman glowing eyes are now visible within the gloom of the cowl, and you feel a deathly chill in the air. Make a Sanity roll: 0/1D6 Sanity points are lost for seeing this horror.

Now the thing's hands reach out and he comes for you. Choose to either attempt an attack roll or a Dodge roll: if either are successful you manage to barge you way through or evade the inhuman thing, and run down the stairs to safety, go to anywhere: if in Athens, go to the **Athens Location Table**; if in Cairo, go to the **Egypt Location Table**.

If you failed either roll, the hooded thing strangles you. For you, it is ... THE END.

(**123**)

186

"Oh. Resign? Ahem. My dear fellow, I apologize! I should have recognized how serious you were. Go! Save poor Gliere's hide. I know you'll do it speedily and judiciously. The University will certainly pay for your round-trip ticket." As you leave, you hear footsteps move quickly away from the door. But when you look out, the hallway is empty. Go to **82** or to any **Arkham Location**.

(**100**)

187

CUNARD SHIP ACTIVITY TABLE

The Cunard liners are truly luxurious, with spacious rooms in nearly every class, remarkable recreation facilities, and superb cuisine.

While you are aboard the liner, suspend hourly record keeping, but keep track of days. Resume hourly record keeping when you disembark at Athens.

- On the first Sunday, go to **73**.
- On the first Monday, go to **109**.
- On Tuesday, go to **126**.
- On Wednesday, go to **148**.
- On Thursday, go to **148**.
- On Friday, go to **192**.
- On Saturday, go to **193**.
- On the second Sunday, go to **171**.
- On the second Monday, you arrive in Athens, go to **173**.
- On the second Tuesday, if you stayed aboard, you arrive in Alexandria, Egypt, go to **195**.

Starting Sunday morning, select three ship activities: one for "am," one for "pm," and one for "night" each day for the days specified below. When the day arrives, go to the specified entry number and follow that entry to its conclusion if the activity you selected matches an activity there, both in topic and in time.

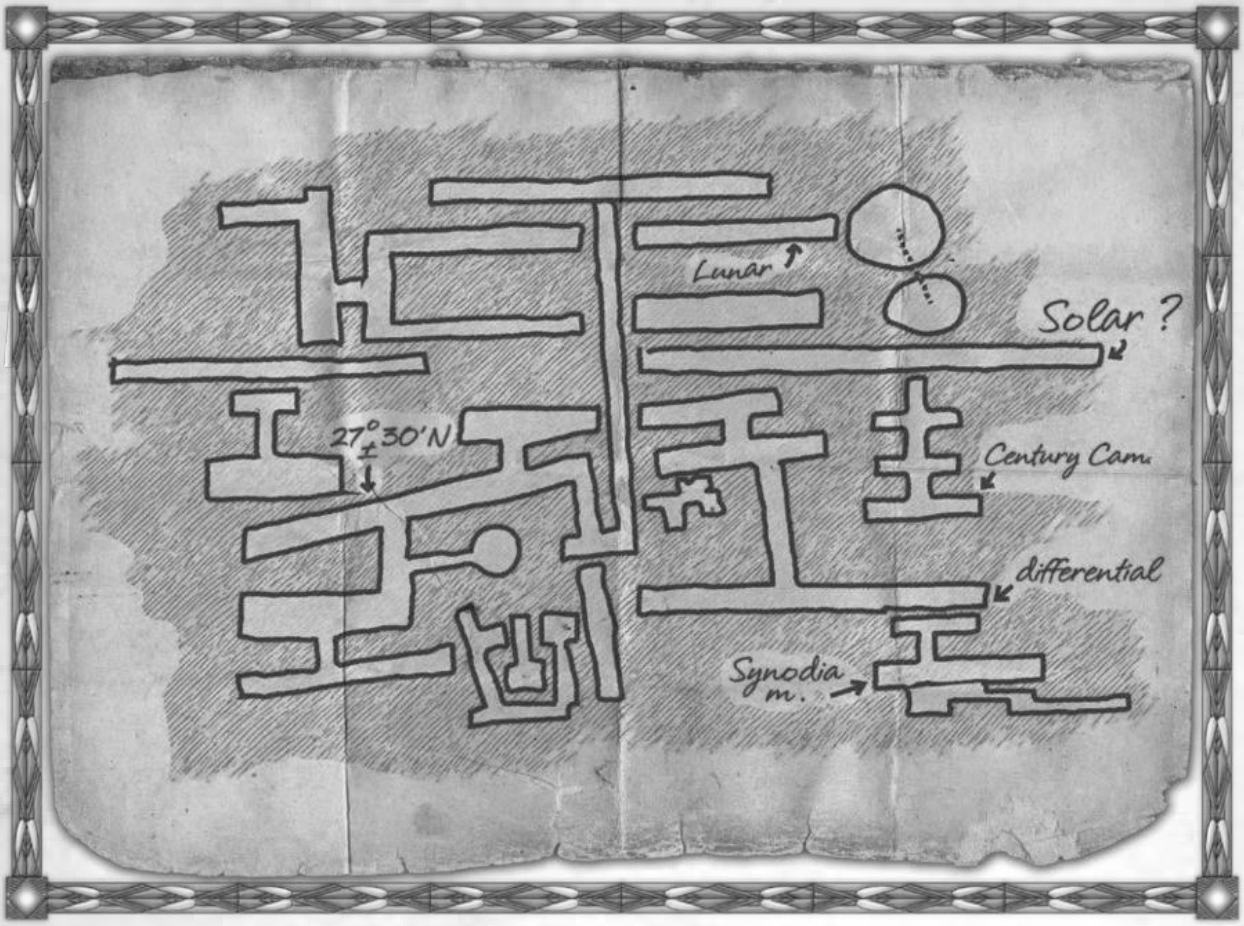
On the second Monday, you're in Athens: ignore any checks that day if you're continuing to Alexandria. If you disembark at Athens, resume hourly recordkeeping at noon.

On the second Tuesday, if you stayed aboard, you're in Alexandria: you have no checks that day either, but resume hourly recordkeeping at 1pm.

Ship Activities and Time Selectable:

- Bingo (pm) (night)
- Bridge (pm) (night)
- Cinema (am) (pm) (night)
- Cocktails (pm) (night)
- Deck Tennis (am) (pm)
- Library (am) (pm) (night)
- Mah Jong (am) (pm) (night)
- Nightclub (night)
- Oil Painting (am) (pm)
- Ping Pong (am) (pm) (night)
- Rest on Deck Chairs (am) (pm)
- Rest in Room (am (pm) (night)
- Sauna (am) (pm) (night)
- Ship's Tour (pm)
- Shopping (am) (pm)
- Shuffleboard (am) (pm)
- Stroll Decks (am) (pm) (night)

(**69, 83, 104, 106, 109, 115, 126, 132, 142, 167, 189, 385, 579, 590**)



Entry 188 - Gliere's Strange Drawing

188

You study a strange drawing (see inage above).

Now go to **150**.

(**68**)

189

As you exhibit your prowess with a skeet gun, you hear a soft pop! Hearing a bullet whine past your ear. You wheel around. No gunman is in sight. The other shooters have not noticed the gunshot. Despite their stares, you abruptly leave the competition. Move on a day and go to the ship activity table at **187**.

(**590**)

190

The disappearance of the Karpathos Device and of Amet Keh baffles the Egyptian authorities. Mr. Pisistratos of the National Museum in Athens will not comment.

If it is December or later, go to **156**; otherwise go to any **New York Location**.

(**178**)

191

An ornate mirror catches your eye. What appears to be mere filigree around the border proves to be a frieze of snarling animals of some kind. With a successful INT roll, go to **375**; if you fail, you look into the mirror—read on.

Looking into the mirror you see a horrible creature looking out at you. You jump back—make a Sanity roll and lose 1D3/1D20 Sanity points—but you can't move fast enough before a terrifying hound-like creature sees you. The monster's eyes fixed upon you and you feel a dread chill in the core of your being. You may not know what the creature is, but you know that it sees you and that it can, somehow, get to you out of the mirror.

Roll 2D10 to determine how many days it takes for the hound-like creature to arrive. Mark your calendar for that day and hour. On that day, see **306**. For now, go to any Cairo location on the **Egypt Location Table**.

(**374**)

192

Go to **126**—if you already have been to 126, go to **590** instead.

(**187**)

193

Go to **148**. If you already have been to 148, go to **171** instead.

(**187**)

194

THE PARTHENON

The majestic temple columns glow golden-yellow in the setting sun, deepening to blue as you clamber across the rubble to reach the lonely inner court. The beauty of the scene somehow oppresses you, and gradually you sink into your own thoughts. As you ponder the suicide of Gliere a scream abruptly brings you to the present. The cry seemed to come from nowhere.

Suddenly you are aware of your isolation and vulnerability in the deepening gloom.

If you try to hide, go to **14**; if you decide to sneak away, go to **18**; if you decide to stroll away casually, go to **19**.

(**Athens Location**)

195

ALEXANDRIA HARBOR AND RAIL STATION

The docks and rail station are near one another, surrounded by a web of narrow streets filled with shops and cafes.

If you've just arrived in Egypt, you can stay in Alexandria for a night and find an excellent room. For dockside eating places offering food and a variety of entertainments, go to **221**; otherwise, your hotel provides a simple meal and you spend an uneventful night. In the morning go to any Alexandria location on the Egypt Location Table.

Or, you could catch a train to Cairo. The train leaves daily at 10am, 1pm, and 6pm, and arrives an hour later; go to **205**.

A ship for Athens leaves every Wednesday and Saturday at 3pm, and arrives at Piraeus exactly 24 hours later; go to **173**.

Perhaps you've had enough and long to return to America? A ship for New York leaves every Thursday at noon, and arrives in New York exactly ten days later. On arrival, go to **574**.

A ship for Bremen leaves every Monday and Friday at 4pm, and arrives in Bremenhaven exactly 144 hours later; go to **449**.

(**Egypt Location**)

196

CAIRO AIRPORT

Around the airport you detect an odor resembling manure. You also see many British troops.

A few planes are scattered about the tarmac. Regular flights are available on a Ford Tri-Motor and on a smaller (but steadier) Northrop Alpha.

If you've just landed, you can find a taxi at **103**.

If you're looking for flight information: the Athens flight departs at 3pm and arrives at 6pm; on arrival go to **181**. The Bremen flight leaves at 9am and arrives at 5pm; on arrival go to **450**.

(**Egypt Location**)

197

He has had no word. First Gliere, now this. He shakes his head. Go to **82**.

(**82, 143**)

198

With a successful Luck roll your host speaks English, go to **199**. If you failed the Luck roll and can succeed with a Language (Arabic) roll, go to **199**. If you failed those rolls, but you have an English/Arabic phrase book or dictionary, go to **175**. Otherwise, you get a good night's rest. In the morning go to any Cairo location on the **Egypt Location Table**.

(**154, 169, 200**)

199

Your host says, "It is bad to be here now, sir. A most dangerous object has come back to our land and an ancient curse will be fulfilled." To try for more information, succeed with a Charm, Fast Talk, or Persuade roll and go to **200**. Fail, and go to any Cairo location on the **Egypt Location Table** the next morning.

(**198**)

200

"The ancient door of Aten will open and the 'Top That Turns the World' returns to the blasphemous pit from which it came. Then once more our land is green, but your world disappears!" Go to any Cairo location on the **Egypt Location Table** in the morning.

(**199**)

201

The old man questions you about your visit. He seems almost suspicious. You can get out of the cab and get another, go to **58**. Or you can answer the questions by going to **162**. Or you can instruct the driver to be quiet and take you where you want: he will, and you'll arrive at your destination. Go to any **Athens Location**.

(**58**)

202

He hesitates. Yes, he says, Gliere was hanged, but his body and face were disfigured strangely. Huge welts ran down the length of the Professor's body. To Ilionas' eye, he looked like he'd been long dead before his neck was stretched. Go to **87**.

(**180**)

203

As you sit at the bar, an elderly man nods to you and quietly asks if he may join you. If yes, go to **142**; if no, go to **132**.

(**171**)

204

You ask to see Ilionas' report. It says that Gliere refused to talk freely, but that he made libelous statements about Museum Director Pisistratos, and that he pleaded that the Karpathos Device not be sent to Cairo. It also notes that Gliere demanded protection even while he was in his cell. Go to **40**.

When you return to this entry from 40, succeed at a Psychology roll and go to **226**; fail, and you can hail a cab at **131**.

(**21, 40, 128, 130, 174**)

205

CAIRO RAIL STATION

You can get a good meal here between 5am and 8pm. An offensive odor, like the scent of manure, hangs over the station. Many British soldiers prowl about here.

If you have just arrived, go to any Cairo location on the **Egypt Location Table**.

Trains to Alexandria depart at 9am, 12 noon, and 5pm. The trip takes one hour. On arrival, go to **195**.

A noon departure for Athens takes three days to complete. On arrival, go to **183**.

(**Egypt Location**)

206

CAIRO MUSEUM

The museum is open 9am to noon, and from 3pm-6pm daily. Three exhibits in this great museum might interest you:

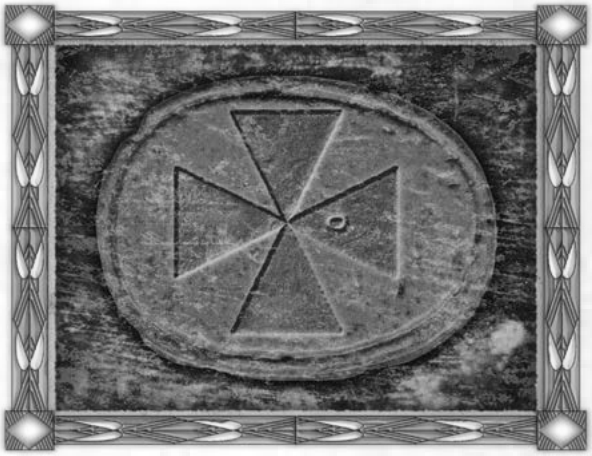
- For Treasures from the Pyramids, go to **290**.
- For Tombs of the Ancients, go to **236**.
- For the Karpathos Device, go to **209**.
- If you might want to interview the curator, Amet Keh, go to **302**.

Or, go to a Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

207

You notice a picture bearing the label, "Akhenaten's Amulet."



Entry 207 - Akhenaten's Amulet

With a successful INT or Art/Craft (any 'art') roll, you copy the sketch. Return to **290**.

(**290**)

208

The symbol displays a strange mucous-like creature, covered in eyes and mouths—it looks like a shoggoth! A hideous monster capable of transforming its great mass into all manner of tools and shapes. Go to **150**.

(**282**)

209

The Karpathos Device is there (see image below), with interesting background information.

The Device's appearance is remarkably modern. Its sheen reminds you of aluminum, but the real metal is obviously of great strength. Its glass enclosure seems to be electrically guarded: they're taking no chances of a repeat theft. Need a refresher on the Karpathos Device? If so, go to 168.

You can return to **206**, or do you have other ideas about the Karpathos Device? If you do, go to **211**.

(**206**)

210

You come to the Nile! After splashing in its refreshing waters, you follow the great river north. Catching rides with some engineers and then some archaeologists, you arrive in Cairo in 1D4 days. Go to any Cairo location on the **Egypt Location Table**.

(**214, 269**)

211

Having come so far, having seen death and danger, you know that the fate of the world could very well depend on you. How could you fail but to try to steal the Karpathos Device and stop it getting into the wrong hands?

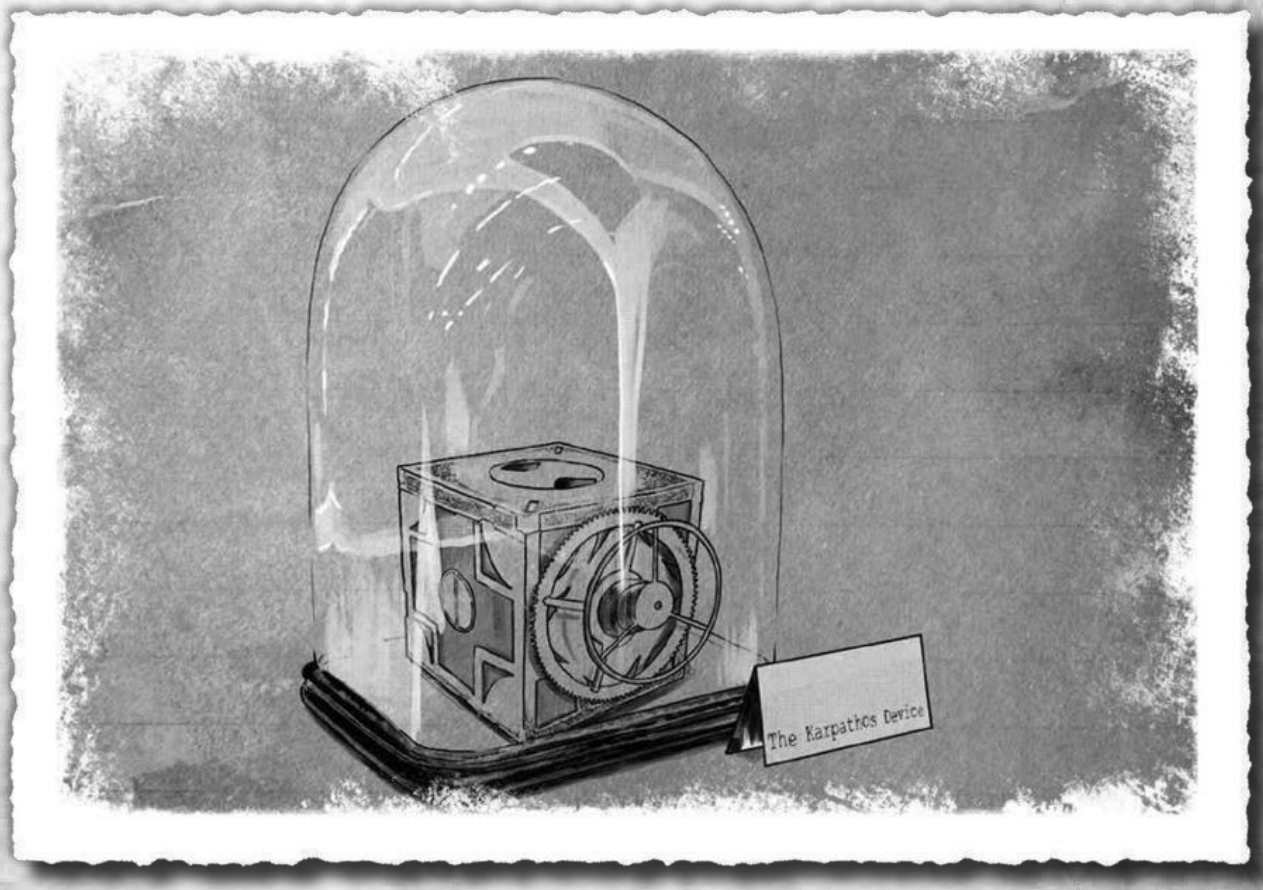
- If you want to attempt the theft now, go to **229**.
- If you want to hide until the doors close and then steal it, go to **281**.
- Or, if you think better of it, you can return to **206**.

(**209**)

212

You decipher four words from the hieroglyphics: "ones," "spin," "city," and "top." The rest baffle you. If you succeed with a History roll, spend another hour and go to **282**. Fail, and go to **150**.

(**124**)



Entry 209 - The Karpathos Device

213

With a successful Navigate roll, you know where you are: go to **234**. If you fail the roll, you can wait for someone to pass by—go to **256**. Or you can walk for a day—pick a direction: for East, go to **278**; for North, go to **277**; for South, go to **269**; for West, go to **257**.

(**94, 257, 269**)

214

These desert lands all begin to look the same. Have you been going in circles? Should you change directions? Drink one day's water, then choose a direction: for North, go to **269**; for East, go to **210**; for South, go to **279**; for West, go to **232**.

(**232, 269**)

215

The university library is open 7am-11am, and 3pm-6pm, Mon-Fri. You are dazzled by the flowing robes of the scholars and the dramatic stairs twisting to upper floors. To use the treasures of information here, spend one hour per Library Use roll, for as many hours as you wish. With one successful roll, go to **253**; with two successful rolls, go to **253** *and* **275**. You must stop when the library closes, but you can return tomorrow. Either return to the university main entry at **149**, or leave and go to any Cairo location on the **Egypt Location Table**.

(**149, 253, 275**)

216

Professor Jahark will need to be convinced that he is wasting time with you. You can try one roll daily:

- Successful Persuade roll, go to **272**.
- Successful Fast Talk roll, go to **250**.
- If you fail, return to **149**.

(**149**)

217

Professor Jahark sees you if you can make a successful Persuade or History roll. Choose either one (make one try daily); if you succeed, go to **237**. Fail, and return to **149**.

(**149**)

218

"O my heart, rise not up against me as witness." Beside this sentence a scholar long ago annotated, "This reveals the undead's fear of discovery. That is partly the reason for suppressing sections of the book, this guide to reviving and controlling the mummy in its new earthly existence. There is no solution, however, for the grayish deathly pallor to the skin, nor for the drying skin flakes which peel away so easily."

Return to **253**.

(**253**)

219

You hear many stories about making money and about losing it. If you mention Cairo, they show no interest. When you are ready to leave, go to **240**.

(**221**)

220

With a successful Luck roll, you meet a friendly caravan. It takes you to Cairo in 1D3 days. Go to any Cairo location on the **Egypt Location Table**. If you fail the Luck roll, go to **232**.

(**256**)

221

A meal can be obtained between 8am and 7pm. Do you want to talk with the locals? If you can speak any Arabic at all, go to **219**. If not, you learn nothing. You return to your hotel for a peaceful night. In the morning, go to any Alexandria location on the **Egypt Location Table**.

(**195**)

222

A narrow tunnel joins two streets. You welcome the coolness. Suddenly, you hear someone behind you say, "Kaieeee! In the name of Aten!" The voice screams as a curved blade misses your neck by a fraction of an inch. You can choose to fight the man (70% (35/14) attack, 1D6+1 damage), or try to evade him. If you fight, he will fall unconscious if you wound him for 6 or more damage. Continue the combat until you incapacitate him, go to **241**, or until you die—that will be … THE END.

If you try to evade him, make a Dodge roll: if successful, go to **241**.

(**240**)

223

"May I be of assistance?" the man asks. "I too was once a stranger in this sacred land. My temporary employment allows me to stay here while I work on my book. Where can I take you?"

He is Richard Hawkes. He will take you wherever you want to go, all the while chatting amiably about the splendors of Greece. He hints that he knows something you wish to know, and tells you to meet him at 6pm at the Piostos Cafe. Go to any **Athens Location**.

(**58**)

224

The darkness is terrifying. You stand undecided for a while. You may go West to **415**, East to **442**, or to go down the shaft, go to **419**.

(**404, 415, 442**)

225

You can ask about the cult of Aten; go to **273**; or you can ask about the Searchers for the Lost Pyramid, go to **295**; or you return to **149**.

(**238, 273, 295**)

226

The corporal is friendly, but nervous. You can tell that he is unconvinced by the death report. Something scares him, but he only mutters that he is glad the Karpathos Device has left the country. Succeed with a Fast Talk or Persuade roll and go to **248**; fail and go to **131** for a cab.

(**204**)

227

A narrow tunnel joins two streets. You welcome the coolness. Suddenly, you hear someone behind you. You prepared yourself for action, but then two policemen enter the tunnel ahead of you. The footsteps stop, then retreat: when you turn, you see only the fringe of a white robe going around a corner. You return to the hotel, unmolested. In the morning you may go to any Alexandria location on the **Egypt Location Table**, or depart for Cairo, go to **195**.

(**240**)

228

He turns to the door and locks it. Go to **270**.

(**250, 272**)

229

The Karpathos Device is within a thick glass box; small electrical leads indicate that an alarm is attached. To try smashing the glass, go to **280**; to cravenly forget the whole thing, return to **206**.

(**211**)

230

The glass shatters, and you grab the Karpathos Device. It is surprisingly heavy. Unfortunately the noise brings the attention of a guard. Make a DEX roll to see if you can escape before the dumfounded guard unstraps his revolver and takes a shot at you. If you fail the roll, he shoots. He has one 25% (12/5) attack, causing 1D8 damage.

You run through three rooms to escape. In each room a guard waits. You have put away any weapon you may have and can carry only the Device.

Three possible combats follow as you flee. As you meet each of the three guards, roll 1D6: on 1, 2, 3, 4, or 5 the guard fires his pistol once (25% (12/5) attack, 1D8 damage); on 6, the guard elects to try and grab you (30% (15/6) attack, his Build is 0). If the guard decides to fire, you continue to run, hoping you can survive.

If the guard attempts to grab, you can attempt to use the Karpathos Device (as an improvised weapon) to fight back (use your Fighting (Brawl) skill, the Device causes 1D6 damage + your damage bonus, if any), or you can try to Dodge. If you succeed, either your blow knocks him out of the way and you rush past, or you evade him, and run out of the room.

If you escape all three guards, flee the building and live, go to **293**. If you're caught, the police are called and you are charged with theft. Found guilty, you are imprisoned. Meanwhile, the Device has gone back on display—then, newspapers report that another party has stolen it. Go to **574**.

(**280**)

231

"Not Aten, sir. It goes by many names in the old books: Lord of Mu, Master of the Deep … But here," and he pulls down an old book, "here it is called Ghatanothoa. Even this rough sketch is horrid. That thing they worship. And it is said to seek a new kingdom." He smiles. "Of course, it is all rubbish, you understand." Return to **261**.

(**261**)

232

The burning desert sands have no end. Subtract another day's water for this ordeal. Are you losing confidence? Do you want to change direction? Choose one: for North, go to **235**; for East, go to **214**; for South, go to **279**; for West, go to **245**.

(**214, 220, 235, 246**)

233

"Few now truly believe that creatures travel between our plane and the Netherworld." Return to **272**.

(**272**)

234

You're a born navigator! You figure correctly that you're west of Cairo. In one day you enter the Giza suburbs west of the city. Go to any Cairo location on the **Egypt Location Table** that night.

(**213, 257, 278**)

235

With a successful Navigate roll, you know where you are: go to **234**. If you fail the roll, you can wait for someone to come by, go to **256**; or, you can walk for a day. If you walk, drink one day's water. For North, go to **257**; for East, go to **269**; for South, go to **232**; for West, go to **255**.

(**94, 232, 242, 255, 257, 269**)

236

A cut-away model of the Pyramid of Akhenaten is on display.

- Make a successful INT roll and go to **252**.
- Make a successful Luck roll and go to **287**.
- Make a successful Cthulhu Mythos roll and go to **244**.

Attempt each roll only once. You may move on: go to **206** if it is before October 30, 1931; go to **300** if it is that date or later.

(**206, 244, 252,** 300)

237

In his book-lined office you can ask Professor Jahark about all of these topics:

- For the cult of Aten, go to **270**.
- For the Lost Pyramid of Akhenaten, go to **292**.
- For the *Book of the Dead*, go to **291**.
- For the Karpathos Device, go to **297**.

Jahark has a 50% Spot Hidden skill—make this roll, if passed, go to **286**.

If you're finished, return to **149**.

(**217, 270, 291, 297**)

238

If you make a successful Luck or Know (EDU) roll, you say something that catches Professor Emu's attention, go to **225**. If you failed either roll, you may try again tomorrow, return to **149**.

(**149**)

239

Professor Khargeh can arrange to translate anything you've brought. He can also assign you a student translator. The languages can be of your choice, and the translator will accompany you while in Cairo. He has: Language (Arabic) 90%, and 50% in other languages. Return to **149**.

(**149**)

240

Make a Listen roll: if successful, go to **227**. Fail, and go to **222**.

(**219**)

241

If you were successful in combat, your attacker falls heavily to the floor. Otherwise, your cat-like grace means you have evaded him and run away. You spend the night unmolested in the hotel. In the morning you decide to head for Cairo, go to **195**.

(**222**)

242

In the arid wastes you come across a trail! Make a Luck roll: If failed, you see a caravan in the distance, but it is moving away from you! In your weakened condition you can't hope to catch it up. You collapse beside the trail, weeping. Drink another day's supply of water, and go to **235**.

If the Luck roll is successful, you see the caravan in the distance, but it is approaching you (see image below)! They're going to Cairo. You're saved! Go to any Cairo location on the **Egypt Location Table**.

(**256**)

243

"Brought back as undead, these mummies return to earthly service devoid of human feeling or compassion. Dark evil grips their souls. Reportedly only fire or removing their tana leaf life-essence can destroy them."

Return to **275**.

(**275**)

244

In a series of friezes, you notice that a strange, mucous-looking creature has been partly chiseled away. The creature seems to resemble the ancient slave race of the "Old Ones" you've read about in dubious tomes of lore. You think you remember the name given to them: shoggoths. Return to **236**.

(**236**)

245

The next day you see a city on the horizon. Desperately you stumble toward it. The domes and minarets suddenly begin to tremble and disappear—a mirage! You were foolish to have imagined a city in the desert. Drink another day's water ration and choose a direction: for North, go to **255**, for East, go to **232**; for South, go to **279**; for West, go to **299**.

(**257, 268**)

246

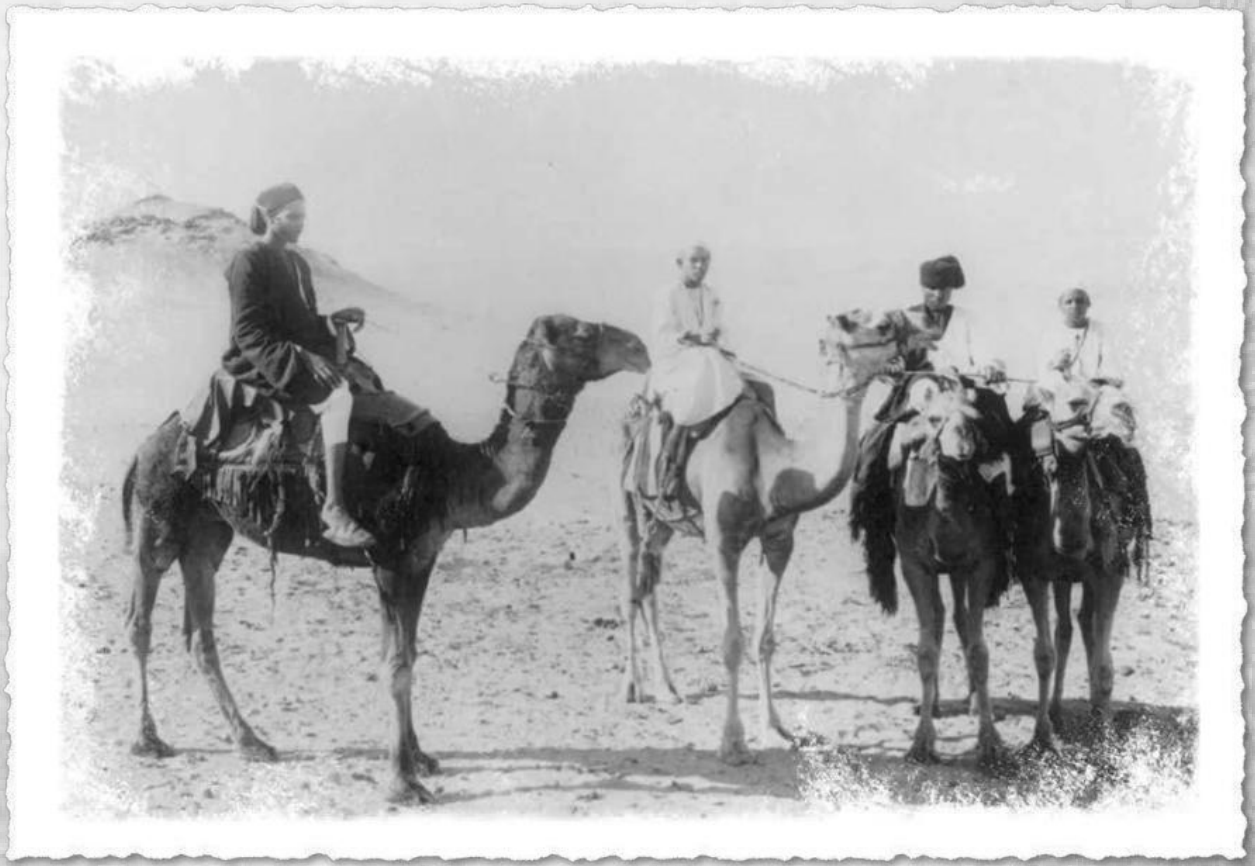
You draw up just in time. Another few steps and you would have fallen a hundred feet into that ravine! You must get a grip on yourself. Drink another day's water ration and choose a direction: for North, go to **255**; for East, go to **232**; for South, go to **279**; for West, go to **299**. And be careful!

(**232, 257**)

247

Your jaw drops. The Karpathos Device, a placard informs you, has been stolen. Return to **300**.

(**300**)



Entry 242 - Some members of the Caravan

248

"Sir," says Ilionas, "I have told you all I know. You must go. All that's left are rumors, and they're better obtained at the Piostos Cafe."

You skulk the hallways of the Bureau for a while, and find nothing. Go to **131** for a taxi.

(**226**)

249

If you wrote down anything other than trying to destroy the Karpathos Device, the Device is reclaimed by the authorities. As for you, the police arrest you and you spend several years in prison, before being released and returning to America, go to **574**—unless you surrendered to the police—in that case, go to **315**.

If you tried to destroy the Karpathos Device, you find that it is impervious to your hasty assaults. But the Nile is only a few paces distant. You steal a felucca and slowly drift downstream. Sometime later you judge it safe, and drop the heavy Device into the Nile itself, so that it will sink down into the deep silts that have lain there undisturbed for millennia. Later, the police find you and capture you. You serve seven years in an Egyptian prison, only to return home penniless, disgraced, and without home or friends. Your life is ruined, and until you die you never know whether you did the right thing in Cairo all those years before. But you did, of course. Well done! You saved the world. THE END.

(**274, 293**)

250

Your quick thinking and talking has the desired effect, go to **228**.

(**216**)

251

"From the book of *What Is In The Netherworld* we can see engraved on the tombs of the 19th and 20th Dynasty kings, the grotesque creations of the perverted priestly imagination, which finally gained credence in the highest circles."

Return to **275**.

(**275**)

252

The exposed interior of the pyramid is much too small. There must be something else in there. Return to **236**.

(**236**)

253

You locate a couple of books, which look interesting. If you can make a successful Language (Arabic) roll, or have an English/Arabic dictionary and make a Know (EDU) roll, you can examine the following:

- For a version of *The Book Of The Dead*, go to **218**.
- For Alhazred and the *Curse Of Egypt*, go to **267**.
- If you failed to read the books you may return to try again on another day.

If you spend two further hours and successfully make the appropriate Language roll, you find and understand more tomes:

- For the *Mysterium* (in Latin), go to **262**.
- For *The Lost Pyramid* (in English), go to **284**.
- If you fail a roll, you may try again on another day.

When finished here, you can go to the university of Al-Azhar entry at **149**, or return to the university's library at **215**.

(**215, 218, 262, 267, 284**)

254

You come to a great body of water. It is the Mediterranean Sea! Soon you find a railway track and hitch a ride to Alexandria aboard a section gang handcar. Go to **195**.

(**245, 268**)

255

The towering yellow sand clouds sweep over you, and you seek shelter from the fury in a nearby gully. The storm lasts the rest of the day. When you emerge, you see nothing you can recognize. Disheartened, you drink another day's water ration and decide to choose a direction of travel: for North, go to **283**; for East, go to **235**; for South, go to **245**; for West, go to **299**.

(**235, 246, 283, 299**)

256

You find a tiny puddle of water; it does not make you sick when you drink it. You don't need to consume your own water supply this day—you have an extra day of life.

Make a Luck roll:

- If failed and if you've come from either 214, 217, 269, or 277, then go to **220**.
- If failed and if you've come from either 232, 235, 246, or 257, then go to **242**.
- If successful, you top a rise and see Alexandria in the distance. That evening you're in its streets. Go to any location in Alexandria on the **Egypt Location Table**.
  (**213**)

257

Succeed with either an Astronomy roll or a Hard Know (half EDU) roll and go to **234**. Fail, and you can wait for help at **256**, or you can try to get out by walking. If you walk, choose a direction: for North, go to **246**; for East, go to **213**; for South, go to **235**; for West, go to **283**.
(**94, 213, 235, 245, 283**)

258

At the Fuzira Marketplace you can join a caravan, hire help, and hear rumors of every sort. Return to **272**.
(**272**)

259

It makes no difference where you are, or how you came to be here. You're sleeping, tossing and turning, twisting the sheets into taut ropes around your body. You dream of creatures oozing putrid liquids from holes scattered across their amorphous bodies. You see the holes open and close, and then you silently scream as you see a morose, hungry eye resting within each hole, and hundreds of mouths filled with serrated teeth. Shuddering, you wake up. In the brief moment of sanity left to you, you see that you were not dreaming and not asleep in bed! It's all really happening! You are being eaten! It is undoubtedly … THE END.
(**370**)

260

If you have a picture or diagram of the Karpathos Device, you can show it to Professor Ben 'Ozen. If you are willing to be so daring; go to **271**; or return to **149**.
(**149**)

261

The professor is quite willing to talk of many things:

- For the cult of Aten, go to **231**.
- For *The Lost Pyramid*, go to **288**.
- For the Karpathos Device, go to **297**.

When you're finished, return to **149**.
(**149, 231, 288, 297**)

262

"Our fathers tell us that the disasters were great across the civilized lands, and into the barbarous reaches beyond. Snow fell where none had been, and grass grew where ice once gleamed. Many who survived perforce must have learned new ways. Awful prayers were said, and horrible gods took power. Who could tell the good man from the bad? All learning and respect for tradition ceased."
Return to **253**.
(**253**)

263

In the dim yellow night-lights of the museum, you can scarcely believe your eyes. The place has come alive with undead in many forms: from human mummies to megatheria in the natural history wing, all bizarrely returned to life!

Everywhere you see the ominous, jerky shuffle of half-dead things. Instinctively you understand that these entities want to snuff out your life and baffle your purpose.

You edge quietly along the halls, intent upon your escape from this hair-raising peril. To escape, you need to make successful Spot Hidden, Dodge, and INT rolls respectively, without missing any of the rolls. Each time you miss a roll in the series, you take 1 hit point in damage from the outstretched claws and talons which sweep at the sounds of your footsteps, then you must start over the series of rolls, until you succeed with a series.

Once you succeed, you hurl yourself through a plate glass window, incurring 1D4 +1 additional damage in your escape. Go to **274** if you survive. Otherwise, your injuries are severe and it is … THE END.
(**276**)

1931 SEPTEMBER 1931

SUN	MON	TUE	WED	THU	FRI	SAT
CLICQUOT CLUB GINGER ALE Three delicious blends PALE DRY · GOLDEN · SEC		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

SUN	MON	TUE	WED	THU	FRI	SAT

1931 OCTOBER 1931

1931 NOVEMBER 1931

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

6a N 6p M
7a 1p 7p 1a
8a 2p 8p 2a
9a 3p 9p 3a
10a 4p 10p 4a
11a 5p 11p 5a

CLARK
GRAVE VAULTS

SUN MON TUE WED THU FRI SAT

1931 DECEMBER 1931

264

A once popular novel, one eerie sequence tells of deadly creatures pursuing the hero down strangely-twisting corridors. He protects himself against the creatures, which are not of this Earth, by touching a magic amulet and receiving help from a god called only the "Ancient Master."

Return to **275**.

(**275**)

265

"The cult is very old, with origins attributed to Akhenaten himself. Cult practices led to perversions and oddities partially prompting the Pharaoh's downfall. I suggest placing extra guards at key locations, and ignoring their so-called holy place at Tell-el-Amarna, an unimportant tomb. The murder cases will remain open, though I doubt we'll find the culprit who left behind such a strange calling card."

Return to **275**.

(**275**)

266

He shakes his head. "I really don't know what it could be for, nor I hazard does anyone else." Return to **149**.

(**271**)

267

"This is the demented scholar who led the rebirth of the cult, though the seed had slept there down through the millennia, waiting a foul spurt of evil to give it rise. Now the cult performs its evil rituals throughout the land, worshiping not Aten but the evil ones who pose as his priests." Return to **253**.

(**253**)

268

You stumble and fall as fractured rock gives way beneath you; you incur a sprained ankle and lose 1D2 hit points from bruises and cuts. Perhaps you should throw away your water and end the torment now. The situation seems hopeless. But you resolve to struggle until the very end.

You choose a direction and drink a day's water ration: for North, go to **254**; for East, go to **246**; for South, go to **283**; for West, go to **299**.

(**245, 283**)

269

In a cleft of a ravine you find a pale white flower, the only thing growing for miles. It seems the most beautiful plant you have ever seen. You salute it, and take courage from it. Choose a direction, and drink a day's water ration: for North, go to **213**; for East, go to **210**; for South, go to **214**; for West, go to **235**.

(**213, 214, 235**)

270

He laughs bitterly. "No cult, my friend. 'Cult' makes it sound understandable. And they do not belong to Aten. What can I say of them? They are murderers perhaps, ghouls more likely, but the merest pebbles under the feet of their master."

If you desire more information, go to **237**. If you are finished here, go to **149**.

(**228, 237**)

271

It might be an astronomical clock, or some kind of lock, or it could work as some kind of coordinating mechanism for a greater device—about which we know nothing. Go to **266**.

(**260**)

272

He speaks passable English. To ask him about:

- The cult of Aten, go to **228**.
- Customs regarding travel, hiring help, etc., go to **258**.
- Islamic superstitions, go to **233**.
- Finished? Return to **149**.

(**216, 233**)

273

"Yes, they have grown more active. The authorities hush it up, but in the past few years tremendous numbers of inhabitants have disappeared." Go to **225**.

(**225**)

274

Police cars come screeching up to the museum. You have several options, and should think about them all before choosing one:

You can attempt a Stealth roll: if successful, you get away, go to **301**. If you fail, you can greet the police and admit what you've done, go to **315**; or you can try to make a successful Fast Talk or Persuade roll to pass through the growing cordon of police. If you succeed with either roll, go to **301**; if you fail, go to **315**.

Or is there something else you want to try? If so, write it down and go to **249**.

(**263**)

275

This is an excellent library! In little time you locate five pertinent books. To use each, you must succeed with the correct language roll, or employ a translator. One hour is required for each book:

- For the *Pnakotic Manuscript* (Latin), go to **289**.
- For Col. F. Dupont's *Le Culte d'Aten* (French), go to **265**.
- For *Die Goules* (German), go to **243**.
- For *The Pharaoh's Curse, A Novel*, go to **264**.
- For Breasted's *History of Egypt*, go to **251**.

When you have finished, return to **215**.

(**215, 243, 251, 264, 289**)

276

But what is that sound you hear? Terror clutches your heart. Go to **263**.

(**280**)

277

You drink another day's water ration, and stumble ahead. The rocks have sliced your fine leather shoes into ribbons. Your bleeding feet are unlikely to carry you much further. Then, suddenly, you see Alexandria in the distance! Salvation! Go to **195**.

(**213, 245**)

278

You make your way forward, despite the searing sun and your aching feet. Somehow you feel you are headed in the right direction. Go to **234**.

(**213**)

279

You no longer can doubt it. You have wandered far to the south, far into the desert. Death from thirst may follow unless you can retrace your steps. You stand on a hill. Farther yet to the south, you seem to see palm trees. Should you go there, or perhaps try to find your way north?

To examine the vision of palm trees, go to **285**. To try to retrace your path, go to **214**, **232**, or to **246**.

(No clues now; you're completely lost!)

280

The toughened glass around the Karpathos Device has 10 hit points. It breaks when a total of 10 points of damage has been inflicted upon it. You may use anything to break the glass, but if you use your fists in order to damage it, you lose 1 hit point for each blow. Perhaps you have a tool or weapon, or something you can throw at it?

When you break it, go to **230**—unless you waited until night, in that case go to **276**.

(**229, 281**)

281

You need a successful Stealth roll to stay here after the doors close. Fail, and you're ushered out, and must return tomorrow. If you passed the Stealth roll, mark off the waiting time, then go to **280**.

(**211**)

282

You understand four more hieroglyphs: "Akhenaten," "tomb," "sunrise," and "secret." Make a successful Cthulhu Mythos roll and go to **208**; fail the roll, and go to **150**.

(**212**)

283

The winds have exposed skeletons of men, horses, and camels—perhaps victims of some ancient vendetta. A jeweled dagger catches your eye. You'll be able to sell it in Cairo for $100—if you make it back!

Drink another day's water ration and choose a direction: for North, go to **268**; for East, go to **257**; for South, go to **255**; for West, go to **299**.

(**255, 257, 268, 299**)

284

"Contrary to speculation and rumor, the so-called Lost Pyramid of Akhenaten is hidden at Tell-el-Amarna, the new capital founded by that Pharaoh. It is disguised as a small burial pyramid for friends, courtiers, and their slaves. Somewhere within is held the secret of Akhenaten's madness, but no secret entrances or chambers have ever been found."

You find a sketch of the tomb as known.

Return to **253**.

(**253**)

285

You discover an oasis! Your gamble pays off. Exhausted, you fall into the sweet, fresh water and drink your fill. Later, the inhabitants tend to you and, two days later, a party of traders takes you on the 1D3+1 day journey to Cairo. Go to **134**.

(**279, 299**)

286

Did you receive a ring as a gift in Athens? If you did, Jahark says softly, "That ring is powerful. Whether it can help, I do not know."

Whether or not you have the ring, go to **296**.

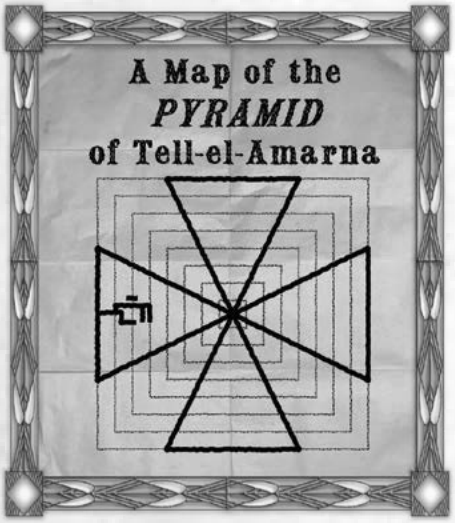
(**237**)

287

The map is a flattened view of the pyramid at Tell-el.Amarna.

Return to **236**.

(**236, 381**)



Entry 287 - Tell-El Amarna Pyramid Map

288

"Yes. I have one reference, a cryptic one." He takes a scrap of parchment from a drawer. "It says, 'Only one passage helps. Where evil waits, the gate opens where you go up to go down.'"

Return to **261**.

(**261**)

289

The book gives many tales of strange creatures crawling through the shadows, and tells of tomb-robbers throwing down their picks and running away. It also asks on what could such subterranean horrors feed?

Return to **275**.

(**275**)

290

You see household paraphernalia, combs, and tools, all of gold and silver. An empty sarcophagus contains a placard explaining that when the lord died, his slaves were killed in order that they might continue to serve him in the Afterlife.

- Want to see Akhenaten's amulet? Go to **207**.
- Want to decipher the Egyptian hieroglyphs? With a successful Language (Hieroglyphics) roll go to **298**; otherwise, you move on.

Go to **206** if it is before Oct. 30, 1931; if on or after that date, go to **300**.

(**206, 207, 298, 300**)

291

"Ah, yes, well, that book is actually called the *Book of the Undead*! These mummies are real, my friend. They must be burned like so much offal or manure to be destroyed. Surely you've smelled that odor around the city, and have seen the troops racing about. That is one secret of Cairo which no one—not even the British—dares speak of."

Why be alarmed? You're safe enough, for the moment. Return to **237**, or if you are finished here, go to **149**.

(**237**)

292

"No, the pyramid is not lost. It is, in fact, at Tell-el-Amarna. A small structure, but one with secrets yet unlocked." Go to **294**.

(**237**)

293

You have the Karpathos Device. What will you do with it? Write down your intention and then go to **249**.

(**230, 301**)

294

He drums his fingers, "I have something for you. Should you go to the pyramid, search where the mark is." He hands you a map

"Search on the east side. An opening must be there." If you use the map, you get a bonus die for rolls required to find such an opening (make a journal entry about this). Go to **297**.

(**46, 292**)

295

"Many have looked for another entrance. All have failed. One party, however, vanished without a trace!" Go to **225**.

(**225**)

296

Jahark offers to come with you. If you accept him, he accompanies you as long as you wish, as long as you are in Egypt. Use Jahark whenever you wish to substitute his skills for yours. You may even deliberately sacrifice him in an encounter and emerge unscathed, if you are that sort.

Copy his statistics onto a blank investigator sheet. When you have done that, go to **149**.

PROFESSOR JAHARK. Al Azhar University

STR 50	**CON** 50	**SIZ** 55	**DEX** 70	**INT** 75
APP 60	**POW** 80	**EDU** 85	**SAN** 80	**HP** 10
DB: 0	**Build:** 0	**Move:** 8	**MP:** 16	**Luck:** 60

Brawl	30% (15/6), damage 1D3
.45 revolver	55% (27/11), damage 1D10+2
Dodge	35% (17/7)

Skills: Archaeology 25%, Art/Craft (Map Making) 20%, Climb 40%, Credit Rating 45%, Cthulhu Mythos 10%, Drive Auto 30%, Fast Talk 30%, First Aid 40%, History 90%, Jump 40%, Language (Arabic) 90%, Language (Hieroglyphics) 50%, Language (English) 55%, Language (Latin) 35%, Language (Greek) 45%, Library Use 55%, Listen 60%, Navigate 30%, Occult 15%, Persuade 55%, Psychology 45%, Science (Cryptography) 15%, Science (Geology) 10%, Spot Hidden 65%, Stealth 30%, Survival (Desert) 15%.

(**286**)

297

"I'm not sure that this passage refers to it, 'A cursed key for a cursed box! The Top of Terror, it unlocks.'"

Return to **237** if you have more to ask the professor, or if you are finished with him go to **149.** Or, if you're in Literature, go to **261**.

(**237, 261, 294**)

298

Looking at the information provided, you read about references to a "top," and to a "door opening." Return to **290**.

(**290**)

299

Your once-firm steps have weakened. You are very, very weary. Have you wandered too far west? Can you return?

If you succeed with a Navigate or POW roll, go to **285**. If you fail both of these rolls, your eyesight suddenly blurs.

Make a Survival (Desert) roll: if successful, go either south to **255**, west to **283**, or, if you haven't got a clue, go to **245**. If you failed the Survival roll, you're doomed! You must hope that a wiser, better-skilled investigator takes up the chase. As for you, it is ... THE END.

(**246, 255, 268, 283**)

300

CAIRO MUSEUM

Each place of interest to you in this great museum costs one hour to visit:

- For Treasures from the Pyramids, go to **290**.
- For Tombs of the Ancients, go to **236**.
- For the Karpathos Device, go to **247**.
- If you want to interview Amet Keh, the Curator, go to **314**.

When finished here, go to any Cairo location on the **Egypt Location Table**.

(**Egypt Location**)

301

If you're here, you got away. Go to **293** unless you want to make things easy on yourself and give up; if you do, go to **315**.

(**274**)

302

From 9am-5pm, Amet Keh is in and will gladly see foreign visitors. "So honored to have you call," he murmurs.

What do you wish to do? Examine the Karpathos Device? Ask that the Device be returned to Athens? Ask about Gliere? Or do something else? Pick one, write it down, and then go to **330**.

(**206**)

303

You are in section-L. You go down the stairs until you come to a deep shaft. You dimly perceive that the passage continues on the other side of the shaft.

- Do you want to leap across? Make a Jump roll: succeed, and go to **348**; fail, and go to **369**.
- If you have a rope and use it to lower yourself down the shaft, go to **351**.
- If you don't have a rope, you can try to jump down the shaft; make a Jump roll and note if you passed or failed the roll, and then go to **369**.
- Or you can return to **307**.

(**158, 307, 351, 395**)

304

You have encountered one or more of these repulsive creatures, which leap on long hind legs. Their hideously distorted faces appear like twisted mockeries of humanity. They emit coughing, guttural wheezes. Their red eyes are hungry looking, and their claws and teeth sharp. Make a Sanity roll and lose 0/1D6 Sanity points.

These repulsive creatures each have 10 hit points, and can try to hit you twice each round with their teeth or claws (45% (22/9) attack, 3D6 damage). They are ghasts and their full description can be found on page 294 in the *Call of Cthulhu Rulebook*).

If you are armed, you get to attack first. If you manage to inflict 5 or more hit points damage on a ghast it will flee. If you have the ring, it does nothing to help you against these fiends.

Go to your previous entry number, either:

- 348
- 354
- 402
- 430

(**348, 354, 402, 412, 430**)

305

You're in section-K. The stairs go up; large steps designed for large beings. Obscene drawings of foul creatures decorate the walls: entities with slimy open pustules for eye sockets, and covered in gaping mouths everywhere. In the drawings, they use captive humans for lewd pleasures, and perhaps for something more substantial: your shock requires a Sanity roll; lose 0/1D3 Sanity points. If you successfully make a Spot Hidden, go to **349**. You then enter section-I (insert that puzzle piece into the pyramid outline); go to **313**.

(**332**)

306

The terrifying hound-like creature has found you! It is a hound of Tindalos! See page 298 in the *Call of Cthulhu Rulebook* for a full description.

Unless you can summon a creature to fight it for you, there is nothing you can do. Make a Sanity roll and lose 1D3/1D20 Sanity points. If you go insane, logical action, such as using magic or a magical item is impossible. If you have the ring, it protects only the hand upon which it is worn!

If the hound is driven away, carry on with your activities and add +1D10 Sanity points as reward for your success. But winning against it is unlikely. Very probably, for you it is ... THE END.

If you do survive, go to your last entry number, or any appropriate location:

- **Egypt Location Table.**
- **Bremen Location Table.**
- *The Dark Sea*, go to **480**.
- Antarctic Base Camp, go to **520**.

(**191**)

307

You're in section-D (put that puzzle piece into the pyramid outline). For the corridor leading west, go to **395**; for the stairs leading down, go to **303**.

(**303, 332, 352**)

308

You're in section-A. The corridor ends at a deep shaft. Notches can be seen in the side of the shaft: you can climb down to **310**, or you can go to **393**.

(**310, 323, 393**)

309

You're in section-A. It's a dead end, and the stone is solid and unmovable. You should give up and slide down to **393**.

(**400**)

310

You're in section-I. Going down, you come to another staircase, sloping west: go to **323**; going up, you climb to **308**.

(**308**)

311

The tomb, or whatever it was, simply couldn't have consisted of these few rooms. It must be bigger. Return to **339**.

(**339**)

312

Whatever aura exists in this place it is not one of blessings. Return to **338**, or you can go left to **335**, or right to **381**.

(**338**)

313

You're in section-I, at a junction. A corridor goes straight and then seems to slope down. Above, you see stairs heading up. If you take the corridor west, go to **371**. If you want to climb up the stairs, go to **393**. If you want to climb down the stairs to the east, go to **399**.

(**305, 371, 393**)

314

You enter the office and see three men. They are worried and confused: one mutters that Amet Keh is unavailable.

For information about Keh or the Karpathos Device, choose a social skill from either Charm, Fast Talk, Intimidate, or Persuade and make a roll: if you succeed, go to **380**; fail, and return to **300**.

(**300, 362**)

315

You come forward, turn yourself into the police and confess everything. The Karpathos Device is taken from you and you rot in a hellish sanatorium for a long time. Eventually you are released, go to **574**.

(**249, 274, 301**)

316

Amet Keh's eyes narrow, "What do you really want? I have told you all I know." Make an INT roll: if successful, go to **17**. If you fail the INT roll, return to **350**.

(**350**)

317

If you came to this side first, give yourself +20 percentiles. Add +5 more percentiles for each remaining hour from now until 6pm. Add +20 more percentiles if you are using a map or diagram not obtained in Egypt.

Try to roll under that total on 1D100: If successful, go to **344**. Otherwise, if you fail the roll, go to **360**.

(**360**)

318

You enter through a curtain. An old woman looks up, her eyes wild. You offer a coin you find in your pocket and she tells you your future. Go to **389**.

(**134**)

319

The night is numbingly cold, but you survive. In the morning you can go to the pyramid at **360** or to the village at **324**. You can try to get a ride to Cairo with a caravan if you like: if you succeed with a Luck roll go to **341**.

(**361, 444**)

320

You can rent a car for a week. It is a rough drive upriver to Tell-el-Amarna; a massive late flood of the Nile has closed both the railway and the regular passenger ship that runs up and down the river. The trip takes exactly 48 hours each way.

If you drive to Tell-el-Amarna, go to **324**. If you wish a translator guide to go with you, go to **108**.

(**384**)

321

You wake up on the morning of the second day of the trip, and there's no one in sight. You have been completely abandoned by your guide. You breath a sigh of relief, though, as before he drove off in the car, he thoughtfully unloaded any gear belonging to you. Decide what you can carry; maybe you can pick up the rest later.

To reach safety you either can swim the Nile in high flood, or you can follow the car tracks back to that little village not too far away. To go swimming, go to **588**; for village, go to **589**.

(**108**)

322

What's behind the door makes you gasp. Amet Keh, the Curator, stands there completely immobile. His skin appears glazed, his eyes and face fixed in an expression of terror. The word, "Petrified!" escapes from your mouth, and something tells you that his mind still lives inside his paralyzed body. "How horrible!" you add.

"Yes," one of the men says. "Something somehow did that to him. Who or whatever it was, also took the Karpathos Device." There is nothing to do. Go to any Cairo location on the **Egypt Location Table**.

(**362, 408**)

323

You're in section-J. A shaft with notches leads up to **308**. Or you can take the stairs leading down to **394**.

(**310, 394**)

324

TELL-EL-AMARNA

The village is quiet. A gust of wind picks up dust along the empty road. Here and there a face looks out from a doorway. You spot the pyramid, one much smaller and less imposing than the pyramids at Giza. A well-trod path leads to the pyramid entrance.

If you have time to inspect the pyramid, go to **360**. If you need to spend the night at the inn, go to **444**. If you left your car with the guide, go to **361**.

(**Egypt Location**)

325

As you lower yourself slowly down on the rope, you pass a mosaic of incredible brutality. Creatures covered with bubbling masses of boils are surrounding and devouring entities that look like headless stalks, which, even in their monstrousness, seem to scream for help. Do you panic and return to **394**, try to get in the corridor at **388**, or continue down to **398**?

(**394**)

326

You notice two things: Amet Keh is breathing more heavily than normal, and you hear someone in the room behind him. You can question Keh further by going to **346**, or you may leave and return to **206**, or go to any Cairo location on the **Egypt Location Table**.

(**350**)

327

You're in section-K. You see a shaft heading down; their are notches in the walls, which seem able to support you. If you continue, make a Climb roll: if successful, go to **329**; if failed, go to **333**. Otherwise, you can make your way back to **323**.

(**329, 388**)

328

You're in section-N, at the bottom of the stairs. Total the number of hours that you've been in the pyramid. If more than five, go to **354**. If less, there's a shaft to the east, with handholds, leading to **358**; or, to the west, there are stairs returning you to **398**.

(**354, 358, 398**)

329

You're in section-E. You're on a steep slope. You can go down, carefully, to **443**, or you can make a Climb roll in order to go back: if successful, go to **327**; if failed, you slip and fall down to **443**.

(**327, 333**)

330

"Examine it? Return it? Impossible," he laughs. "And I have never heard of this Gliere person!" He escorts you out. But if you picked "something else" at **302**, or if you can make a successful Fast Talk roll, go to **350**. Otherwise, return to **206**, or go to any Cairo location on the **Egypt Location Table**.

(**302**)

331

It's loud, but it works! An opening appears. If you have any accomplices, they suspect you have gone mad, and desert you. Let them go. You have always been alone in this struggle; you will not be deterred now. Go to **379**.

(**397**)

332

By the way, first you have to jump over the pit: if you successfully make a Jump roll, go to **305**; if you fail, lose 1D3 hit points and go to **307**.

(**399**)

333

You fall. You can barely keep from screaming. Landing with a thud, you suffer scrapes and bruises (lose 1D3 hit points). This was a bad fall, but not your first. You get up and find any gear you were carrying. Go to **329**.

(**327**)

334

In the sand of the floor you notice a rather deep footprint, with the impressions of what look like claws! You can't tell where they come from, or where they go. Return to **339**.

(**339**)

335

The art has an oddly naturalistic feel, unlike anything you would associate with Dynastic Egypt. With a successful History roll, go to **364**, otherwise, with a failure, you can continue, go to **339**; or return to the first chamber at **338**.

(**338, 381**)

336

Scattered among the books on Keh's shelves are some ominously ancient tomes bound in suspect hides. He also seems to doing his best to stand in front of the internal door in his office. If you want to ask him what's behind the door, go to **346**. Or you can leave him, and return to **206**, or go to any Cairo location on the **Egypt Location Table**.

(**350**)

337

If you came to this side first, give yourself +20 percentiles. Add +5 more percentiles for each remaining hour from now until 6pm. Add +20 more percentiles if you are using a map or diagram not obtained in Egypt.

Try to roll under that total on 1D100: if successful, go to **344**; if you failed, you can try here tomorrow, return to the pyramid at **360**, or to the tomb at **376**, or the village of Tell-El-Amarna at **324**.

(**360**)

338

You enter the first chamber of the tomb. On a large placard, you see the plan of the tomb (see image below).

A sign in many languages explains that this tomb is of minor importance, actually holding only lesser luminaries and slaves of Akhenaten's court. The chamber in which you stand was a ceremonial room for the blessing of the dead.

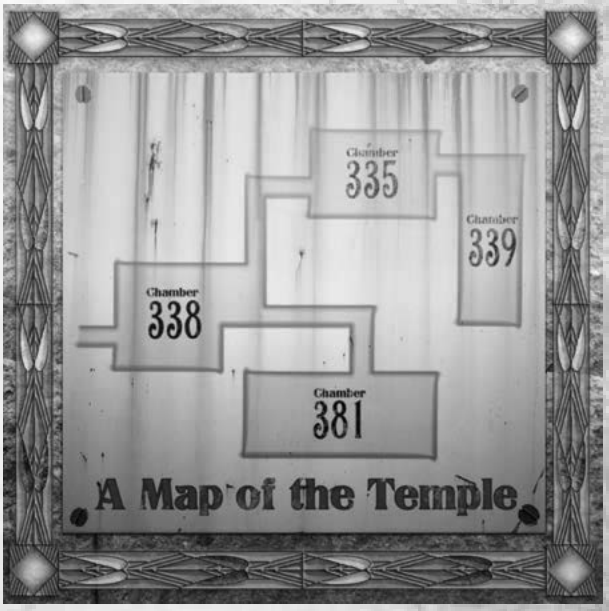
To study this room further, make successful rolls as follows:

- For a successful Occult roll, go to **312**.
- For a successful Spot Hidden roll, go to **357**.

Use the map to orient yourself between entry numbers for the chambers:

- To go left, go to **335**.
- To go right, go to **381**.
- To leave and go outside the pyramid, go to **360**.

(**312, 335, 357, 364, 376, 381**)



Entry 338 – The Pyramid's Temple Map

339

This was the slaves' chamber. An empty sarcophagus stands in a corner. Multilingual placards summarize Akhenaten's reign: they emphasize the break with tradition when he shifted worship to Aten, an early monotheism, which roused the wrath of the priestly orders. Akhenaten's marriage to beautiful Nerfititi was considered a marriage of opposites, since many thought Akhenaten's elongated head a deformation. Storied excesses rumored about Akhenaten's court are not confirmed nor denied. Many scholars of the period say that Aten was not the god worshiped by Akhenaten, and that this other god apparently desired the sacrifice of human slaves, or so they interpret the carvings found within this chamber.

Try the following rolls—only once each:

- Spot Hidden: if successful, go to **311**.
- A second Spot Hidden: if successful, go to **334**.
- History: if successful, go to **356**.
- A second History: if successful, go to **386**.

Then you can go to:

- Chamber **335**.
- Chamber **338**.
- Chamber **381**.
- Or go outside of the pyramid at **360**.

(**311, 334**)

340

The cafe is a good place to hear rumors. You'll hear snatches of conversation for every hour you spend here, but what you hear depends on how well you understand what was said. Roll 1D10 for each hour you spend at the cafe, and modify the result as noted: increase the result by +1 for each 10 percentiles or fraction thereof of your Language (Arabic); increase the result by +2 if a native of Egypt is with you. Make a new roll each hour spent there:

- For a result of 1 or 2, go to **342**.
- For a result of 3 or 4, go to **343**.
- For a result of 5 or 6, go to **365**.
- For a result of 7 or 8, go to **387**.
- For a result of 9 or more, go to **363**.

(**134, 342, 343, 363, 365, 387**)

341

Early in the morning, the nostrils of the camels steam in the chill desert air. You consume welcome cups of strong coffee and milk. As the caravan moves out, you are mostly ignored. Once in a while someone shouts something, which you imagine refers to you, but you never understand the words. That night, wrapped in your loneliness, you sleep a little apart from the others. In the morning you wake with a start. The caravan has—perhaps accidentally? —left you behind. Go to 94.

(**319, 361, 384**)

342

You overhear the following:

"The thieves have fled toward the Quattara Depression."

"The device is part of a mechanical idol of Aten, to be found in the desert."

"Akhenaten's city is the future home of the device."

Return to the café at **340**, or the Fuzira Marketplace at **134**.

(**340**)

343

You overhear the following:

"The device is really part of an ancient lock."

"It has been stolen by the cult of Aten to unloose some evil."

"Tell-el-Amarna is the site of the Lost Pyramid."

"Strange bands of nomads roam near the Quattarra Depression."

Return to the café at **340**, or the Fuzira Marketplace at **134**.

(**340**)

344

Despite searching, you find nothing. Return to the pyramid at **360**, or to the tomb at **376**, or the village of Tell-El-Amarna at **324**.

(**317, 337, 390**)

345

On the wall is a message of welcome from the True Servants of Aten to the initiates into the secret rites of the "One God of Gods." Go to **353**.

(**353**)

346

You ask what's behind the door and Keh replies, "Nothing!"

Somehow, you don't believe him. To pull out your gun and threaten Keh to show you what's behind the door, go to **370**. Or you can leave: either return to **206**, or to any Cairo location on the **Egypt Location Table**.

(**326, 336, 350**)

347

Maybe there is a secret door, you hope. Or are you being foolish? Go to **428**.

(**428**)

348

You successfully jump the shaft, only to discover that the corridor beyond is a dead end. Behind you, on the other side of the shaft, a creature emerges into the glow of a patch of moss—see entry **304** for a description, then return here (note that you are currently at 348).

It stares at you, a basket in its hand, leering crazily. You finally understand that it is just waiting. You can wait, too, at **355**, or you can try going down the intervening shaft, at **369**.

(**303**)

349

The sand is disturbed, as though someone or something has been this way before. Return to **305**.

(305)

350

Something about him teases your suspicions. What is it? You can try only one of the following rolls once:

- Psychology: if successful, go to **316**.
- Listen: if successful, go to **326**.
- Spot Hidden: if successful, go to **336**.
- If you fail the rolls, return to **206**, or go to any Cairo location on the **Egypt Location Table**.

(**316, 330**)

351

Your rope snags and starts jerking out of your hands. Make a STR roll: if successful, you hold on and climb to **303**; fail, and you fall to **373**.

(**303**)

352

After you've climbed down partway, you see that you'll have to jump the rest of the way. To climb back, go to **399**. To jump down, go to **307**.

(**399**)

353

Your fall stops on a stone floor; lose 1D3 hit points. If you have Language (Hieroglyphics) go to **345**.

Your only route is through sections J to I to K. In section-K, a shaft leads down, with handholds carved into the wall. If you succeed with an INT roll, go to **366**; if you fail, you climb down and go to **395**.

(**345, 366, 371**)

354

You are attacked by a single horrible creature. You may fire first if you have a gun; otherwise, it attacks first—see entry 304 for a description and then return here (note that you are currently at 354.

The thing will flee if you do it 12 or more hit points of damage; otherwise it will attack until it kills you; if that's the result, it is … THE END. If you survive, continue with your exploration of the pyramid, go to **328** and ignore the direction to go to entry **354**.

(**328**)

355

You hear more steps, and another ghast appears. The pair begin to prod you with the long hooked rods they hold, then they hook you, pulling you toward the lip of the pit. Do you have a gun? If so, go to **158**. If not, you fall, go to **369**.

(**348**)

356

This information can't be correct. Slaves generally were buried with their master. This "tomb" must be something else. Return to **339**.

(**339**)

357

Hmmm. Certain of the reliefs on the walls have sections chipped away, as if to remove a single repeated figure. Odd. Return to **338**, or go left to **335**, or right to **381**.

(**338**)

358

You're in section-E, at the bottom of the shaft. You can climb up to **328**, or go west to **367**.

(**328, 367**)

359

If you came to this side first, give yourself +20 percentiles. Add +5 more percentiles for each remaining hour from now until 6pm. Add +20 more percentiles if you are using a map or diagram not obtained in Egypt.

Try to roll under that total on 1D100: if successful, go to **397**; if you failed, you can try here tomorrow, return to the pyramid at **360**, or to the tomb entrance at **390**, or the village of Tell-El-Amarna at **324**.

(**360**)

360

The pyramid is certainly old, but not very impressive. Do you want to walk around it? You can spend one hour examining one of its four faces: for North, go to **317**; for East, go to **359**; for South, go to **337**; for West, go to **561**. Deduct one hour for studying each of the four faces; if you study all four, then deduct four hours.

Or you can enter the pyramid by going to the tomb entrance on the western side at **390**; or return to the village of Tell-el-Amarna at **324**.

(**317, 337, 338, 344, 390, 444**)

361

Your driver and car are gone! To can spend the night at the village inn, go to **344**. Or to sleep in the desert; go to **319**. Or, if you make a Luck roll, you can get a caravan to Cairo, go to **341**.

(**324**)

362

They seem oddly protective of the door behind them. To ask about it, go to **408**; to dash in, make a DEX roll; if successful, go to **322**. Or you can return to **300**.

(**380**)

363

You overhear the following:

"Creatures inhabit the tombs. Feeding on human sacrifices brought to the tomb, these creatures guard the lower levels against interlopers."

"They cannot stand sunlight."

"They have the device which opens the door."

Return to the café at **340**, or the Fuzira Marketplace at **134**.

(**340**)

364

It is, of course, typical of the strange turns which Akhenaten's court art took—turns which led to priestly classes seeking the Pharaoh's downfall. Return to the first chamber at **338**, or move forward to **339**.

(**335**)

365

You overhear the following:

"The cult of Aten are deluded fools. They serve semi-human monsters."

"Bodies have been seen carried to the eastern side of the pyramid at Tell-el-Amarna."

"Amet Keh served the cult, but they may dispose of him."

Return the café at **340**, or the Fuzira Marketplace at **134**.

(**340**)

366

With rope and a sharp knife, you may be able to throw an improvised grapple; make a Throw roll: if successful, go to **353**. If you fail, you must fall to **395**.

(**353**)

367

You're in section-C. The long corridor ends in a shaft downward to **391**, or back down the stairs to **358**. If you can succeed with a Listen roll go to **392**.

(**358, 391, 392**)

368

You're passing through section-P to get to in section-H (where you are now). You can return to the stairs at **391**, or continue down the ornate steps to **446**.

(**391, 401**)

369

You're in section-F. If you fell down here, you take 1D4 hit points damage. Go to **373**.

(**158, 303, 348, 355**)

370

Keh moves aside, letting you open the door.

As you open it, you see a man smile wryly at you, and then his face seems to melt, changing into a bubbling mess, with a myriad of alien eyes staring hungrily from each bubble! The creature extends part of its body to try to encircle you. Your ears fill with a gurgling sound—a laughing gurgling sound. Make a Sanity roll and lose 1D6/1D20 Sanity points—if you go temporarily or permanently insane, go to **259**.

If you fire a gun or otherwise attack with material weapons, such attacks have no effect. Make a **DEX** roll: if successful, you leap back and escape into the hall, return to **206**, or go to any Cairo location on the **Egypt Location Table**. If you failed the **DEX** roll, go to **587**.

(**346**)

371

The corridor is slanted downward. It is slippery. If you can make a DEX roll you manage to hold on. A successful Climb roll can get you back to **313**. But if you fail either the DEX or Climb rolls, you land at **353**.

(**313**)

372

One man blurts out, "We don't know who took it. Some say the cult of Aten." A second man snorts. "More likely some wealthy art collector paid to have it stolen." Go to **380**.

(**380**)

373

You learn that you have landed in a bowl-shaped chamber. You think you can hear the sound of movement, but you see nothing until you strike a match. You stand knee-deep in a stack or pile of something, and the smell of blood is strong. Near you, something moves spasmodically. Your hackles rise. Make a Sanity roll and lose 1/1D3 Sanity points.

If you climbed down here, your rope falls and lands beside you. You are trapped. If you were thrown here, you're trapped.

If you are sane and have the amulet of Nodens, you may use it now: you may return to Tell-el-Amarna at **324**, or go to any location on the **Location Tables**.

If you do not have the amulet or if you are insane: above you, you hear another sound. In the gloom you see a basket lowered. A whispery, otherworldly voice croaks, "Fill the basket!"

If you refuse the whispered instruction and have no effective magic item, acid rains down upon you, burning you, and eating into your skin (lose 1D4 hit points, and lose 1 Sanity point). The voice calls again, "Fill the basket." Yes, fill it, your mind shrieks. Fill it nicely with bits and pieces from all the nice bodies down here, some of them still moving. Yes, fill it before they throw more acid on you, until you're part of the mucky mess of bodies!

You continue to lose 1 Sanity point per hour until you are insane. Though you remain on the job thereafter, it does not take long until you, too, become part of the grisly, half-dead pile. That's right, it is … THE END.

(**351, 369, 447**)

374

The shopkeeper, a short man, is somehow familiar. He has a huge collection of phony artifacts and cheap pottery. In fact, there is a suspect air about this place. You can browse for an hour. If you succeed with a Spot Hidden roll, go to **191**; if you fail the roll, return to the market at **134**.

(**134**)

375

Leering at you in an unseemly fashion, the shopkeeper steps between you and the door, and draws a knife. "Kaieeee!" he screams, "Aten!" You can draw your own weapon to fight, or you can try to evade him: a successful Dodge roll gets you safely out the door; he will not follow.

- If you use a gun, you fire at point-blank range.
- If you don't evade him, the shopkeeper will attack (25% (12/5) attack, 1D6 damage).
- If you inflict 6 or more points of damage, he flees.

If you survive, you leave the marketplace and can go to any Cairo location on the **Egypt Location Table**. You may return here tomorrow, when things are back to normal.

(**191**)

376

A man charges a few piastres to go in, taking change from a cigar box. Above him, in five languages, a sign says: "A Tomb of the Court of Amenhotep IV (Akhenaten)."

To enter the pyramid, you pay the entrance fee and go to **338**. To explore the outside of the pyramid, go to **360**. Or you can return to the village, go to **324**.

(**324, 339, 344, 390**)

377

It is the smell of chemicals used for mummification. Return to **382**.

(**382**)

378

Make a Persuade roll: if successful, go to **396**. Otherwise, she will say no more; return to Fuzira Marketplace at **134**.

(**389**)

379

It opens. You have found the way. Anyone still with you will be reluctant to enter the opening you've exposed. To keep them with you, make a Charm, Intimidate, or Fast Talk roll: succeed and they stay. Then go to **382**.

(**331, 359, 397**)

380

"Keh is dead—that's all we can say. And the Karpathos Device has been stolen. We don't know who or why."

With a successful Fast Talk roll, go to **372**; with a successful Psychology roll, go to **362**. If you are finished, go to **300**.

(**314**)

381

The room is filled with tools used during Akhenaten's reign. There's a report on early Egyptian agriculture, and a map (go to entry 287, then return here).

With a successful Anthropology roll, go to **445**. To leave here, go to **338**.

(**335, 364, 445**)

382

How to explore the pyramid: *Now that you have found the right entrance, use the Pyramid Puzzle and the Pyramid Outline (print or copy pages 91–92). Cut out the 16 individual triangles, which contain images and letters. Arrange the pieces so their identification letters are in alphabetical order. Do not cut apart the blank triangles that are arranged in the shape of a larger triangle: that is the Pyramid Outline onto which the smaller triangles (the puzzle pieces) are to be fitted as you explore the interior.*

Every time you enter a new section, you will be told which triangle (as shown by the letter) to take. Place it on the Pyramid Outline with the small arrow pointing up, connecting to the section you're leaving. Lightly tape or glue the sections as you place them on the diagram. You'll be creating a cross-section of previously unknown portions of the Tell-el-A mama pyramid.

Now take section "K" and place it with the arrow up on space "4" of the Pyramid Outline. You are at the dot.

From the entrance you gaze into a narrow corridor, which slants steeply down. A strange odor greets you. To identify it, make a History roll: if successful, go to **377**.

If you have no light with you, total darkness is ahead, except for occasional faint patches of glowing moss. You may return to Tell-el-Amarna to pick up supplies left in the car (that will take you one hour); if you want to do this, go to **324** and then make a note to return here (entry 382).

Opposite: A dark corridor going deeper into the Pyramid

If you are ready to explore, go to **399**.
(**379, 399**)

383

You may purchase equipment and weapons here to your usual expenditure allowance (using the standard lists in the *Call of Cthulhu Rulebook*, or the *Investigator Handbook*). Note that the cost of anything you buy here is marked up by 200%. If you succeed with a Fast Talk or Charm roll at Hard difficulty you can barter the prices down to normal.

You can also hire bearers here; maximum of three in your auto. Because of the heat, you personally may not carry more than three items/weapons. Return to the market at **134**.
(**134**)

384

To rent a car to get to Tell-el-Amarna, go to **320**; to join a caravan to visit the Quattarra Depression, go to **341**.
(**134**)

385

Your invited by your dinner partners to play poker. Make a Luck roll: if successful, you win 2D10 dollars. If you fail the roll, you break even; if you fumble the roll, you lose 2D10 dollars. Move on a day and go to the ship activity table at **187**.
(**171**)

386

You make out the markings with great difficulty. They seem to be a warning to flee this tomb unless you want to meet "something." But who or what you would meet has been chiseled away. Return to **339**.
(**339**)

387

You overhear the following:

"Keh is dead. He had served his purpose."
"The device is merely the key to the door."
"A new upheaval comes on the first day of the vernal equinox "
"The Lost Tomb is not empty."

Return to the café at **340**, or the Fuzira Marketplace at **134**.
(**340**)

388

The passage runs through section-I to section-K. Go to **327**.

(**325, 398**)

389

"Mmmm … I see darkness, darkness. Oh! A foul creature lurks, holding a basket. A door opens ... something shiny glows. I see your face trembling in the darkness, and below ... I see… " She stops abruptly. "I can see no more." She falls silent.

Do you want to press her for more visions? If so, go to **378**; or to return to Fuzira Marketplace, go to **134**.

(**318**)

390

Located on the western side of the pyramid, the tomb's opening has been made into a tourist entrance. You see the vast expanse of the pyramid and the small dusty entrance to the tomb through which tourists pass. You can go in, at **376**; or look around the pyramid at **360**; or you can return to the village at **324**.

(**360**)

391

Stairs lead down to **368** or up to **367**.

(**367, 368**)

392

You hear something moving down there. Go to **367**.

(**367**)

393

You're in section-A. The stairs lead up to a corridor heading west; go to **308**. Or, if you want to check out the slanted shaft, which leads still higher, go to **400**. Or you can return to **313**.

(**308, 313**)

394

The stairs lead down to another shaft, apparently deeper. A rope may get you down: to try, go to **325**, or you can try to jump, go to **398**. Of course, you can retreat to **323**.

(**323, 325**)

395

You're in section-D. You're at the bottom of a shaft, and the floor slopes to the east. There seems no way to climb the shaft. To go east, passing another shaft, and then taking the stairs, go to **303**.

(**307, 353, 366**)

396

"As you wish. I see darkness, and you alone. There is blood, blood. Now I see ice, as though the whole world has frozen. Now ... Oh! How horrible! No! No! I must stop!"

She stares at you as though you are a monster and, gasping, ushers you out. Return to the market at **134**.

(**378**)

397

You climb up and down the eastern face of the pyramid, examining the carefully cut stones and looking for who knows what. Then you see that one stone seems to have a tiny crack of space. You shove as hard as you can: it moves slightly. You have found the secret entrance!

To move the stone, make a STR roll. If you have one or more companions, you gain a bonus die to the roll. Attempt the roll once per hour. When you make it, go to **379**. Alternately, if you have dynamite, you can go to **331**.

(**359**)

398

Make a Jump roll: if failed, you fall and lose 1D3 hit points. Either way, you're in section-N. Stairs lead down to **328**, or you can try a Climb roll to return to the corridor at **394** (you may try one Climb roll per half hour, and you must succeed to reach that level).

(**325, 394**)

399

You're in section-K. At the end of the slope, you see a shaft down and, across the shaft, stairs leading up. You see what look like hand holds in the wall of the shaft. To take the stairs, go to **332**. To climb down the shaft, go to **352**. Or you can climb back to the opening and leave the pyramid, go to **382**.

(**313, 352, 382, 405, 412, 421, 422**)

400

Succeed in a Climb roll to reach the top. Fail, and you slide down to the floor below (lose 1D3 hit points each time you fall). You can try climbing again; go to **309** if you succeed. Otherwise, return to **393**.

(**393**)

401

You beak through the wall and can see the passageway continues East, go to **416**. Or, return back to **419**.

(**440**)

402

It is a fight to the death! You may attack first. For a description of the creature, go to **304** and then return here (note that you are currently at 402). If you defeat or evade the creature, you may go to **423**.

(**426**)

403

You wonder if the wall is false. Make a STR roll: if you succeed, go to **435**; if you fail, you can try again in half an hour, or return to **438**.

(**438**)

404

If you succeed with a Climb roll, go to **224**; if you fail, you lose 1D3 hit points and stay here. You can try again (once per half hour), or you can return to **419**.

(**419**)

405

You sneak down the steps. The chamber is unlike anything you've seen before. The lower walls are smooth, almost mirror-like, yet all light seems to disappear into them. The upper walls display reliefs of strange creatures fighting over some important prize.

Many actual attendees stand on the floor below. Five tall figures, with grayish skin and hollow eyes, stand beside a short Arabic-looking man, whose eyes glisten. In the shadows, well away from the torches, you see other shapes, long-legged animals of some obscene kind. Make a Sanity roll and lose 1/1D6 Sanity points for witnessing this scene.

The short man turns and faces the solemn creatures. You don't understand the words he speaks, but his meanings are clear in your mind. "The hour has arrived, my Master. The time for the City of the Old Ones has come. Now your kingdom shall be greater than Mu, greater than Atlantis, and we … We shall be with you, not as mere servants but as lords." The man turns, and faces the wall.

Then you see the Karpathos Device, gleaming in the subdued light. The man touches the wall, and an opening appears, as dark as the pit to hell. The man inserts the Device, and the whole wall seems to part. A shaft of prismatic light arcs into the room, swirling around everyone. The man screams, and you see a glistening silver top appear, hovering in the air. As the top waits there, the man shakes and quivers with extraordinary violence. His flesh seems to melt from his bones until he becomes a horrifying mass of pulsating material. A sickening foul odor fills the room, while you hear mental messages again:

"*Into the pit! The icy pit where the Old Ones lie!*
Into the pit! And once more all life must die!
Where all is north, He will come forth.
The top will spin, the Lord will grin!
Into the pit! Into the pit! Into the pit!"

The top is taken by the pulsating mass. The fleshy mass then begins to reform itself into a man, but a different, taller one. You can't make him out. You do perceive that the top is to be taken somewhere, but now all you can understand is "Starkweather-Moore." Make a Sanity roll and lose 1D6/1D20 Sanity points for witnessing this scene. If you fail the Sanity roll, you retreat screaming; if you succeed, you remain silent.

Whether sane or insane, if you have dynamite, you can try to seal up this horror show forever. If you can make a successful Throw roll, you throw the dynamite and cause the ceiling to fall, tumbling down on everyone within the chamber. If you fail the Throw roll, you do much damage, but the monsters and the man somehow escape to chase you as you retrace your path.

If you are screaming if you tried throwing dynamite and now have monsters on your tail: there are 1D6 mummies after you. You retrace your steps, trying to get back to the entrance and out of this hellhole. You need to make a number of Fighting or Dodge rolls equal to the number of mummies chasing you. If you fail one of these rolls, make a Luck roll to see if you are captured. If you fail a Luck roll you're held firm by their moldering hands. The mummies drag you back to the man, who again transforms himself back into the bubbling fleshy mass—a shoggoth! You scream as the shoggoth expands and envelops you, ripping you into pieces. Needless to say, it is ... THE END.

If you succeed with all of the Fighting or Dodge rolls, you survive and escape, and head to the entrance at **399**.

(**418**)

406

You slide down to section-M, landing at the west end of a corridor. There seems no way back. Make a successful INT roll and go to **439**; otherwise, go to **420**.

(**439, 441, 443**)

407

The bullets have no effect! They grab at you, pulling at your skin. You hear the horrifying sound of your own flesh tearing. The last thing you see is an open mouth leering down at you, as you scream for blessed unconsciousness. It is … THE END.

(**431**)

408

"Curator Keh's material must not be disturbed. You must go."

If you can roll a make a successful Dodge roll, you can get by them and go to **322**. Otherwise, return to **300**.

(**300**)

409

You see a vision, where the world begins to tilt violently. Tidal waves smash against every coast, obliterating every city and town. The polar ice caps melt, while a permanent freeze grips what were once the middle latitudes. Floods, snow, panic, and death follow. For most of mankind, it is the end. But for other creatures, it is a new beginning. Return to **426**.

(**426**)

410

The amulet summons a bizarre barrel-shaped creature, with what looks like a mutated starfish for a head! Make a Sanity roll and lose 0/1D6 Sanity points.

This is an Old One (see Elder Thing, page 291, *Call of Cthulhu Rulebook*). If you can make a successful Dodge roll, you can get away—return to **568**. Otherwise, you'll have to try communicating with the creature, go to **432**.

(**568**)

411

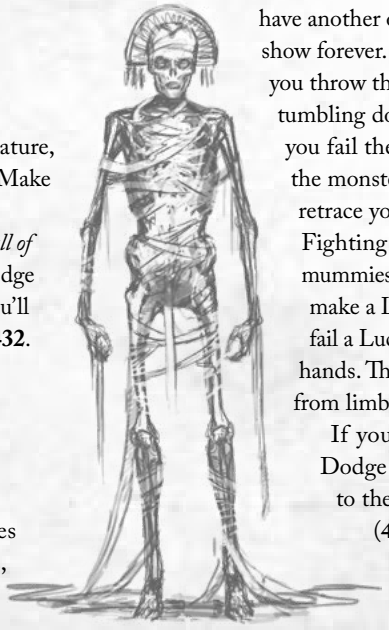
The walls tell a bizarre story: strange ceremonies are presided over by a tall man with glowing eyes, while, in the background, there are distorted, kangaroo-like creatures bending forward as they gaze into open sarcophagi. The next section shows mummies rising from the dead and taking their place beside the odd animals. Return to **419**.

(**419**)

412

A few mummies stand about as the ghasts (see **304** for their description and then return here) deliver food to them from baskets. The Karpathos Device is in the wall, and above it you see what looks like a chamber in the wall. The chamber is open, and empty. A circular bas-relief fills the upper walls, on which is a strange city, and odd stalk-like creatures walking oddly angled streets. Then, in the next section, the stalk-creatures are trapped by falling snow and ice. Ultimately, the whole city and its occupants are buried under miles of ice. The last part of the mosaic shows a glistening silver top, shaped like an octahedron, and a world globe—but the globe's tilt seems somehow wrong. Make a Sanity roll and lose 1/1D6 Sanity points for witnessing this outlandish scene.

Make a Stealth roll: if you succeed, you manage to sneak away and get out of the pyramid, go to **399**. If you fail, you make a tiny mistake by dislodging a pebble, coughing, or moving while something was looking, etc. In that case, roll 1D6: that many mummies come after you. You will need to evade the mummies! You must succeed in a number of Fighting or Dodge rolls equal to the number of mummies chasing you. Succeed, and you escape unscathed from the pyramid, got to **399**. Fail any of these rolls and make a Luck roll: if you fail this, you're held firm by their moldering hands. The mummies begin pulling you apart! Yes, it is ... THE END.



Whether sane or insane, if you have dynamite, you have another option. You can try to seal up this horror show forever. If you can make a successful Throw roll, you throw the dynamite and cause the ceiling to fall, tumbling down on everyone within the chamber. If you fail the Throw roll, you do much damage, but the monsters somehow escape to chase you as you retrace your path. You need to make a number of Fighting or Dodge rolls equal to the number of mummies chasing you. If you fail one of these rolls, make a Luck roll to see if you are captured. If you fail a Luck roll you're held firm by their moldering hands. The mummies grab you and tear you limb from limb! Needless to say, it is ... THE END.

If you succeed with all of the Fighting or Dodge rolls, you survive and escape, and head to the entrance at **399**.

(**429**)

413

You see handrails for a creature of immense size. Go to **443**.

(**443**)

414

The daggers are finely balanced. You find a piastre in your pocket. If you can succeed with a Throw roll you win back 10 piastres. Each win takes 4 minutes. You may continue to play until you earn 500 piastres (taking 3 hours). A crowd gathers, and applauds and whoops as you stagger away under the weight of your winnings. If you return, the arcade is closed. Return to the market at **134**, or any Cairo location on the **Egypt Location Table**.

(**134**)

415

You're in section-B. You can go west to section-P at **423**, or you can go east to **224**.

(**224, 423**)

416

You're in section-G. The corridor goes straight, then leads down to **438**, or goes west to **417**.

(**417, 438**)

417

You're in section-F. As you walk west or east, you feel liquid dripping down upon you. Touching your head, you pull back your hand to reveal a thick, red liquid. It's blood. You can go east to **416** or west to **441**.

(**416, 441**)

418

You're in a large, dimly lit circular chamber. The Karpathos Device is in the wall. If it is after November 20, go to **429**; if it is on or before November 20, go to **405**.

(**419**)

419

You're in section-O. If you want to investigate the walls where you stand, go to **411**. If you want to try climbing up the nearby shaft, go to **404**. To the west you can see the top of a large chamber: to go to it, go to **418**. To go east along the corridor, go to **440**.

(**404, 411, 440, 442**)

420

You have no choice but to walk east to **428**.

(**406, 439**)

421

The thunderous blast kills a few of the creatures. You escape out of the pyramid. Go to **399**.

(**431**)

422

Make a Dodge roll to avoid the monsters, followed by a Climb roll. If you succeed, you escape and go to **399**. If you fail, the mummies grab at you, pulling at your skin. You hear the horrifying sound of your own flesh tearing. The last thing you see is an open mouth leering down at you, as you scream for blessed unconsciousness. It is … THE END.

(**431**)

423

You're in section-P. The shaft leads down to **426**. Across the shaft, which you can leap across without risk, you notice a glinting object at **425**. The corridor leads east returns to **415**. Which will it be?

(**415, 425, 426**)

424

INEXPENSIVE ATHENS HOTEL

This fleabag hotel is not exactly clean and sanitary, but it is quiet. If you take a room, go to **26**; otherwise, return to the **Athens Location Table**.

(**Athens Location**)

425

A small silver mirror rests face down in the dust. You pick it up. As you look into it, an image forms. You see myriad tentacles, maws, and bizarre organs—the purpose of which you can only guess. You feel utter dread chill you to the bone. Make a Sanity Roll and lose 1D10/1D100 Sanity points. If you fail the roll, you drop the mirror face down again, and leap to **423**—there you'll stay while you deal with your Sanity loss; if you're reduced to zero Sanity points, you scream and scream until you eventually blackout, it is … THE END. If you succeed with the Sanity roll and still go temporarily insane, you automatically jump to **423** and wait until your sanity returns.

But, if you succeed with the roll and maintain your Sanity, now make a POW roll: fail, and permanently lose 10 DEX points. For each round in which you hold onto the mirror and fail the POW roll, you'll lose another 10 DEX points. To drop the mirror face down where you found it, succeed with either a Know (EDU) or Cthulhu Mythos roll (you may try each round). You must make a POW roll during each round, with a possible loss of DEX in each of these rounds. Any DEX loss is permanent. If you manage to discard the mirror, return to **423** (and avoid shiny objects!). Otherwise, you may be doomed to stay here until you are totally paralyzed. In that case, though your mind remains alert, it is pinned within an immobile prison of our own flesh. You will go insane within this useless husk of a body once you understand your fate. Crouched here, alone in the darkness, you know that it is ... THE END.

(**423**)

426

You're in section-H. This chamber appears to be a crypt, with small alcoves to hold sarcophagi. The image of the Earth is cut into the stone wall, with the planet seemingly spinning. Succeed with either a Science (Astronomy or Geology) roll and go to **409**.

You can climb back to **423** without difficulty, but first, total the number of hours you've spent exploring the pyramid (round down any fraction), and multiply that number by 5. Roll 1D100: if you roll equal to or under the number of hours, a creature attacks you, go to **402**. Roll over the total and you may go to **423** unmolested.

(**423**)

427

The tram lurches, throwing an asp against you. It strikes! Go to **129**.

(**97**)

428

You see a small shaft. Peering down, you can discern the bottom. Make an INT roll: if successful, go to **347**.

You can drop-down into the short shaft, go to **437**. Or you can stand and watch it for a while, go to **430**.

(**347, 420, 437**)

429

Attempt a Stealth roll: succeed and go to **412**; fail, and go to **431**.

(**418**)

430

A creature appears: for a description, go to **304** and return here (note you are currently at 430). If you can inflict 5 or more hit points of damage to the creature, go to **442**, but if it deals 6 or more hit points of damage to you, it throws you down the shaft, go to **437**.

(**428**)

431

The mummies and ghasts attack. They seem to come from everywhere. If you have dynamite and want to try it, go to **421**. If you want to use your gun, go to **407**. If you want to run, go to **422**.

(**429**)

432

You do all that you can to explain that the Karpathos Device has been taken and that the Earth once again will be turned, bringing disaster to everyone. The Old One seems to ponder your ramblings and, to your bewilder, appears to offer its help!

The Old One will automatically defend you against anyone or anything attacking you, so long as it is not a god or a shoggoth. Additionally, the Old One can transport you through space to any location. Note down these powers and then go to **549**.

(**410**)

433

The crystal gleams in the sun. It is very beautiful and you regret profoundly having to throw it away. But you do. It sails far over the side, strikes a wave obliquely and bounces once, then sinks beneath the surface forever. A terrible scream erupts behind you as Jeffries appears, half man and half monster, wavering in shape from the strain of failing his mission when victory was so near. He brushes you aside like a fly and leaps into the sea, in the vain hope of recovering the crystal. You reel from the blow, but do not mind: you saw, when the crystal first hit the sea, that the salt water had affected it strangely—the thing was corroding, darkening, and shrinking. You know in your heart that the crystal has disintegrated, and that the thing that was Jeffries can search the seafloor forever and never find it.

You've saved the world! All in a day's work for an investigator of your caliber, but congratulations all the same! THE END.

(**576**)

434

As you slide down, you see the image of a shapeless yet undeniably alive "congerie of protoplasmic bubbles" carved into the floor. Dangling from various openings on the monster are many human body parts, all very much alive. Go to **443**.

(**443**)

435

It is indeed false. You've broken through to section-M. Go to **440**.

(**403**)

436

The writing says, "Welcome to the servants of Ghatanothoa." Go to **443**.

(**443**)

437

You find no secret door, though you do see twelve fine grooves. You begin to get nervous. Best to get out, you think. Well, make a successful Jump or Climb roll and you emerge back at **428**. Otherwise, a panel slides across the top, sealing you in. If you don't have a light, you never see the twelve razor-sharp blades which snap out of the grooves, cutting you into as many pieces but, light or not, it is ... THE END.

(**428, 430**)

438

You're in section-F. The passage narrows and, if heading West, emerges into a corridor that ends at a wall. You can return to **416**, or attempt an INT roll: if successful, go to **403**.

(**403, 416, 440**)

439

The limestone is soft here. With a knife, you can dig handholds and climb up. Make a STR roll: if successful, go to **441**; if you fail, you are falling—attempt a Luck roll. If you fail the Luck roll, your fall breaks your knife, go to **406**—you cannot get out this way (unless you have another knife) and must continue to **420**. If you do have another knife, you can try again, otherwise go to **406**.

(**406**)

440

You're in section-M. There's a wall at the east end. You can, if you wish, try to break through by making a STR roll: if you succeed, you break through to **401**; fail, and you can try again in half an hour, or you can return to **419**.

(**419, 435**)

441

You're in section-M. A successful Jump roll gets you either east to **417**, or west to **442**. Fail the roll and go to **406**.

(**417, 442, 445**)

442

You're in section-O. There are steps and a downward-leading shaft. If you climb down the shaft, go to **419**. If you jump over the shaft and continue west, go to **224**. If you go east, go to **441**.

(**224, 430, 441**)

443

To make it down, make a successful STR roll: fail and fall to **406**; if successful, go to **441** and, on the way down, attempt any one of three skill rolls:

- For Cthulhu Mythos, go to **434**.
- For History, go to **436**.
- For Spot Hidden, go to **413**.

(**329, 413, 434, 436**)

444

The inn's proprietors are fiercely aloof. To stay there anyway, go to **447**. To eat there, go to **584**. To rest in your car (if you still have it), go to **448**. To sleep in the desert, go to **319**. To go to the pyramid, go to **360**.

(**324, 361, 584**)

445

Some of the implements resemble sacrificial items used in Druidic rituals. Return to **381**.

(**381**)

446

You can scarcely believe your eyes! Worm-like things are beginning to curl around your feet! Almost instantly you perceive that these few weak gropers are only the scouts for a mass of crawling flesh grasping for food.

The worms are animals making natural attacks—your ring, if you have this item, has no power against them. Make a successful Dodge roll to get away. Fail, and make a STR roll (add a bonus die if you have a knife): succeed, and you get away; fail, and you must roll again but now with one penalty die—the mass of worms grows and begin to hold you fast. If you fail this roll, you have one more chance, but you have two penalty dice on your roll! If you succeed at any roll, you break free and return to **391**. If you've failed three times to break free you are doomed and consumed by the worms. For you, it is... THE END.

(**368**)

447

You stay the night. You wake groggily, as if drugged. The air is cold, and you feel as though you're falling. When you open your eyes, you see only darkness. Go to **373**.

(**444**)

448

Your car is uncomfortable, but at least you'll avoid the local folk, who seem none too friendly. When you awake, you are cold and stiff, but you feel ready for anything. To explore the pyramid, go to **360**. Or you can return to Cairo in 48 hours and go to any Cairo location on the **Egypt Location Table**.

(**444**)

449

BREMEN HARBOR

Bremenhaven, Bremen's harbor area, appears quiet in the cold air of early morning. Dense, icy fog hangs over the port.

If it is before December 20, go to **451**. If it is December 20 or thereafter, go to **452**.

(**Bremen Location**)

450

BREMEN AIRPORT

A free shuttle runs between the airport and the harbor. It is cold and foggy; you were lucky to arrive before a landing was impossible. Go to **449**.

(**Bremen Location**)

451

You see a freighter at anchor in the harbor, apart from the others. Your eyes note the reinforced hull, and the silver wingtips coming from bulky tarpaulins on the deck—probably Dorniers stored in sections. You can't read the banner hanging limply in the damp air, but it almost surely says "Starkweather-Moore." The twin stacks of the ship disappear in the low-hanging fog.

To go aboard the ship, go to **486**; to visit a nearby inn, "Die Frieschutz," go to **461**.

(**449**)

452

The harbor is silent, almost empty. You feel overpoweringly that you have missed or lost something. Disconsolate without completely knowing why, you walk past docks and warehouses, and then you hear merry songs from a nearby inn; go to **461**.

(**449**)

453

You decide to stow away. You can stash food and water, and find shelter, in any one of the following hiding places: Lifeboat, Cargo Hold Lower Deck (Storage), Engine Room (Rear). If you choose to do this, write down your location and go to **456**. If you think this is a bad idea, go to **486**.

(**486**)

454

If you're in uniform, go to **499**; if not, go to **464**.

(**488**)

455

You learn a little: Thompson is a secretive man who reads a lot of "odd stuff." Olav Fram was with the Lake Expedition and suffered "Dementia Antarctica." Pilot Eddy Smith recently signed onto the expedition, and Jason Rambeau replaces the first geologist, who became ill.

Succeed with an INT roll and go to **465**; fail, and go to **492**.

(**476, 493**)

456

The trip lasts 26+1D6 days.

- If you hid in the Lifeboat, it is checked once during the voyage: successfully roll your Stealth to avoid being discovered.
- If you hid in the Cargo Hold, successfully roll your Stealth to avoid being discovered.
- If you hid in the Lower Deck, successfully roll either your Charm or Fast Talk to avoid being betrayed to the Captain by the crew.
- If you hid in the Engine Room (Rear), successfully roll either your Charm or Psychology to make friends with the two wipers who tend the second engine.

If you fail, you are found out, go to **459**. If you succeed, you make it to Antarctica without being discovered, go to **510**.

(**453**)

457

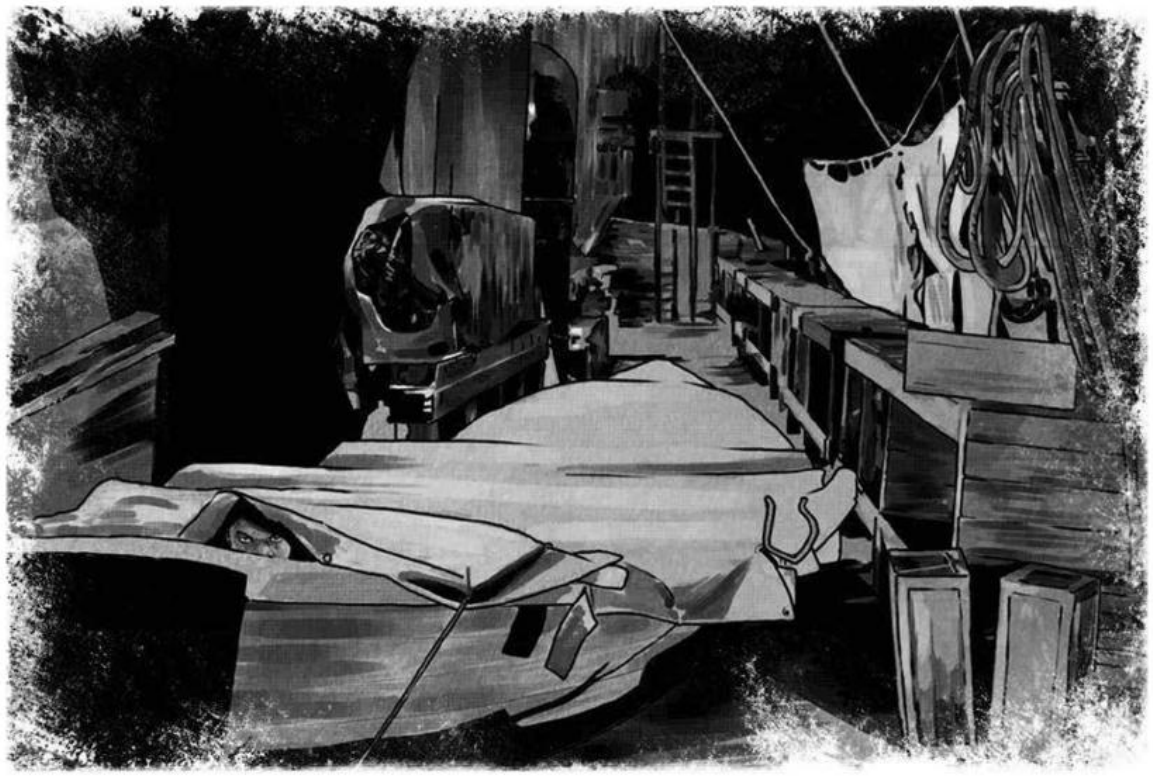
A raucous group of Brown Shirts are laughing about something. You make out the words "Fuhrer," "Triumph," and "Amulet." Return to **491**.

(**469**)

458

There's fear in this room, but of what? The Brown Shirts? Succeed with a Luck roll and go to **479**; fail and return to **491**.

(**491**)



Entry 456 – Hiding in the Lifeboat

459

Found, you are brought before Captain Crawford. He is not interested in your motives or what you say. You are locked in a windowless room on the lower deck for many days. Food is brought to you. Just as you are giving up hope, the ship arrives in Antarctica. Go to **511**.

(**456, 460**)

460

To search the expedition member rooms on 'B' deck of *The Dark Sea*, choose a room and make a Luck roll. If successful, the door is unlocked and you go to the entry number (see following). If the Luck roll is failed, the door is locked. Locked doors can be opened thereafter only with a successful Mechanical Repair or Locksmith roll, and only on a later day.

- Cabin A – go to **514**.
- Cabin B – go to **535**.
- Cabin C – go to **521**.
- Cabin D – go to **540**.
- Cabin E – go to **526**.
- Cabin F – go to **536**.
- Cabin G – go to **535**.
- Cabin H – go to **522**.

(See plan on page 75.)

To search the sailors' bunks on 'C'-deck, go to **475**.

Whenever you make a such a roll to enter a room, you must also make a successful Luck roll to leave, or you are caught: succeed with a Fast Talk or Charm roll and go to **531**; fail either of these and go to **459**. Or to conduct other investigations, go to **480**.

(**500, 501, 538, 540**)

461

DIE FRIESCHUTZ INN

You enter the smoke-filled public room. You're greeted with boisterous talk, steins loaded with foamy beer, and a crowd of Brown Shirts; their red and black swastika armbands clearly visible in the smoky haze.

Rooms are available for the night. If you wish to do more here than sleep, go to **491**. When you are done here, go to any **Bremen Location**.

(**Bremen Location**)

462

If your current investigator was not in Egypt, you'll arrive in Antarctica; you can check out other possibilities at entry **500**, or you can go directly to Antarctica, at **520**.

If your current investigator went to the Cairo Museum or to Tell-el-Amarna, he or she was seen and followed, go to **466**.

(**500**)

463

You decide to cut your hair and pose as a sailor. To talk to the other sailors, go to **494**. To talk to the Captain, go to **487**.

(**497, 498**)

464

Do you have skill points (above the base) in Mechanical Repair, Navigate, Operate Heavy Machine, Pilot (Aircraft), Survival? If any of these skills add up to 100 or more percentiles of experience, you're hired, go to **500**. If not, you leave and go to **490**.

(**454**)

465

The sailors recall that some of them only recently joined the expedition: Jackson, Jeffries, and Kiug. Go to **492**.

(**455**)

466

On the deck, before your eyes a shadowy man changes into a mass of bubbling iridescent flesh, eyes, and mouths—a shoggoth! Make a Sanity roll and lose 1D6/1D20 Sanity points.

Attempt a Dodge roll: succeed and you get away, go to wherever you started the voyage—either **500** or to **501**. Fail the roll and you are engulfed by the shoggoth and devoured entirely. It is ... THE END.

(**462**)

467

You contrive to escape. Hereafter, that inn will be dangerous for you. You find a mission house where you may sleep while you are in Bremen. Go to any **Bremen Location**.

(**481**)

468

If it is Jackson's or Jeffries' locker, go to **537**. Otherwise return to **460**.

(**475**)

469

If you succeeded with a Language (German) roll, go to **457**. Otherwise you learn nothing. Return to **491**.

(**491**)

470

It is a black amulet of strange design. Notes in German accompany it. If you make a successful Language (German) roll, or you can have them translated, go to **582**. Or go to any **Bremen Location**.

(**472, 484**)

471

He stares at you. "Sir, that tone of voice may serve you well in the boardrooms of New York, but this is my expedition. Good day!"

Go to **488**, or wait a day and go to **490**.

(**488**)

472

You're at point-blank range. Make a Firearms roll. If you hit and inflict 6 or more damage, he collapses unconscious and the other Brown Shirts flee (see end of entry). If you miss or don't cause this much damage, the man launches at you with his knife (50%(25/10) attack, 1D6 damage).

If he misses you, you can run away. Otherwise, as your next action, make a Dodge roll to escape. If you fail the Dodge roll, the man attacks again—you can Dodge or fight back; if you've caused a total of 6 or more damage he collapses and the Brown Shirts flee (see end of entry). Once his attack is resolved, you then have one more chance to make a Dodge roll to escape; if you fail this roll the Brown Shirts have you. You see another knife glint in the air, and then, it is … THE END.

However, if you've incapacitated the man and the Brown Shirts have fled, you can examine the contents of the attaché case, go to **470**.

(**484**)

473

"What are you doing?" he asks. For your options, go to **485**.

(**474**)

474

They rise uneasily, wary at your approach. A man steps forward, saying, "Sprechen sie Deutsche?" If you have any skill in Language (German), go to **473**. If not, go to **485**.

(**479**)

475

If you know which sailor's footlocker you'll search, write down the name and go to **468**. Otherwise, return to **460**.

(**460**)

476

If you selected Charm or Persuade, make the roll: if successful, go to **455**; if failed, go to **492**. You can try this entry three times, each on a separate day.

(**492**)

477

A group of Brown Shirts are gathered around a box on their table. You notice the box resembles the case to the Sacred Black Amulet of Klaath. It's incredible, but it could help you. If you want to look at it, go to **479**. Or return to **491**.

(**491**)

478

He studies you for a moment and then swiftly draws a knife. Make a DEX roll to see if you can quickly pull out a gun, or try a Dodge roll. Choose one and then go to **481**.

(**485**)

479

A group of Brown Shirts cluster about a curiously shaped box. To get a closer look, go to **474**, or return to **491**.

(**458, 477, 491**)

480

For the following skills, make one skill roll per day; your choice of skill from the list given. Succeed, and go to the appropriate entry number as shown on the table below.

Investigation Table

Skill	*A-deck*	*B-deck*	*C-deck*	*D-deck*
Anthropology	**512**	**504**	**506**	**504**
Listen	**502**	**504**	**502**	**504**
Psychology	**512**	**502**	**502**	**508**
Spot Hidden	**502**	**504**	**504**	**502**
Track	**504**	**504**	**502**	**502**

(See plan on page 75.)

(**500, 501**)

If you want to search the expedition member rooms on 'B' deck of *The Dark Sea*, go to **460**.

The trip lasts 26+1D6 days. On arrival in Antarctica, go to **520**.

481

If your gun is handy, you can shoot at point-blank range (gain a bonus die). If you hit him, his associates back away. You grab the box and an attaché case, and go to **484**.

If your Dodge was successful, you escape to **467**. If you fail the Dodge roll, they grab you and pummel you with a vengeance (lose 1D3+1 hit points). Fortunately, the police arrive and break up the fight. You are arrested. You remain in jail for 2D10 days before bail from abroad arrives to free you. Then go to any **Bremen Location**.

(**478**)

482

"Be off with you," he snarls. Feeling foolish, you meekly go to **461**.

(**485**)

483

The Captain says, "Our sponsors are Mr. Starkweather and Mr. Moore. You must ask them if this expedition is for sale," he says. "Good day." Go to **488** and make one try per day, or go to **490**.

(**488**)

484

You have it. The man, knife in hand, struggles drunkenly to his feet. One of friends is fumbling frantically for something he carries in a leather jacket.

You can exit with a successful Dodge roll; your lightning-like and decisive moves leaving the group open-mouthed; go to **470**.

To shoot the knife-wielding man, go to **472**.

If you fail your choice, they grab you and begin to pummel you (you lose 1D3+1 hit points). The police arrive, arrest you, and you spend 2D10 days in jail before bail money comes from abroad to free you. Then go to any **Bremen Location**.

(**481**)

485

"What do you want?" His hostility is evident. If you feign idle interest, go to **482**; if you ask about the box, go to **478**.

(**473, 474**)

486

THE STEAMSHIP *THE DARK SEA*

The gangplank is down. If you wait here and try to talk to the sailors, go to **494**. If you go to see the Captain, go to **487**. If you want to see the expedition leader, go to **497**. You can attempt an INT roll once daily: if you are successful, go to **453**. Or go to any **Bremen Location**.

(**Bremen Location**)

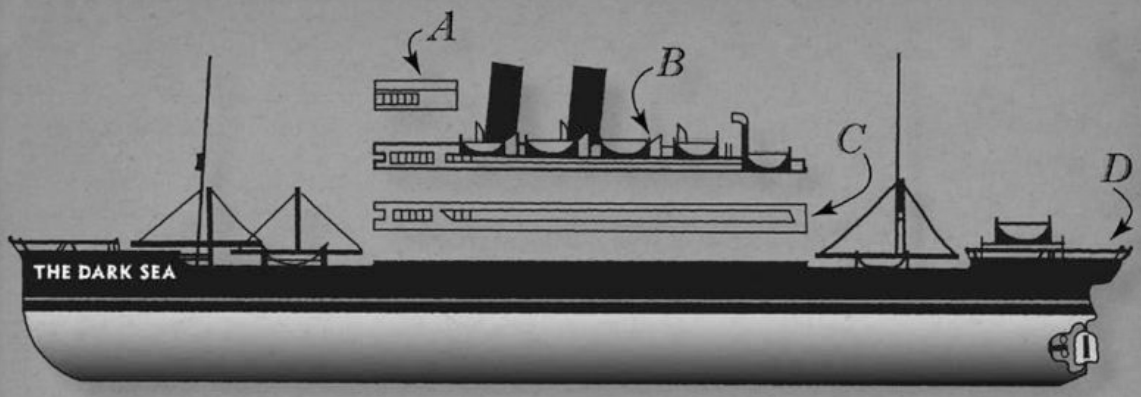
487

The captain is hiring people who have 25% or better in the following skills: Electrical Repair, Mechanical Repair, Navigation, Operate Heavy Machinery, Pilot Aircraft, and Survival. Qualify in one skill area, and you're hired for the trip; go to **501**. If you don't have the necessary skill points in one of the skills you're not hired for your skills, go to **488**.

(**463, 486, 494, 496**)

488

- If you're Grunewald, he gladly lets you come along; go to **500**.
- If you're Lau, he says sorry, no reporters, especially ladies, he mutters. Are you going to take that? Go to **498**.
- If you're Wilson, decide whether or not you're in uniform, and then go to **454**.



Investigation Table for Entry –480–

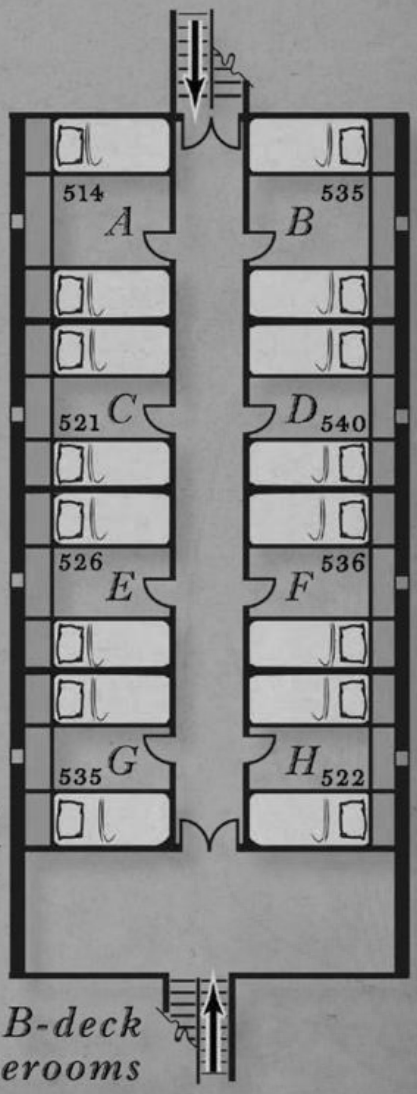
skill	*A-deck*	*B-deck*	*C-deck*	*D-deck*
Anthropology	512	504	506	504
Listen	502	504	502	504
Psychology	512	502	502	508
Spot Hidden	502	504	504	502
Track	504	504	502	502

CROSSES GLACIER PASS AT 11,500 FEET

Commander Takes Chance and Plane Roars Upward Amid Swirling Drift Out Through Gorge to Tableland

FLYING TIME FOR THE WHOLE CIRCUIT ABOUT 18 HOURS

With Two New Ranges Discovered, the Four Air Argonauts, Guided by Chief, Turn Back to Wild Welcome at Base Camp.



B-deck Staterooms for Entry –460–

The Dark Sea

10,000 tons

B-deck Staterooms

Entry 486 – The Dark Sea Map

- If you're Holt, pick one of the following rolls to try once per day: if you roll a successful Persuade, go to **483**; if you roll a successful Charm, go to **489**; if you roll a successful Fast Talk, go to **495**; if you roll a successful Intimidate, go to **471**.

(**471, 483, 487, 497**)

489

With your successful Charm, you delight them by offering to publish the expedition's work and to finance later research. The leaders leap at the chance. Of course you can go to Antarctica! *The Dark Sea* sails Dec. 20. Go to **500**.

(**488**)

490

You can attempt one INT roll per day. When you succeed with it, go to **496**. Otherwise, you can ask to see the captain, go to **487**.

(**464, 483, 495, 499**)

491

You can try one of the following rolls once per day until you succeed. Or you can relax for a while.

- With a successful Spot Hidden roll, go to **479**.
- Succeed with a Listen roll and go to **469**.
- Succeed with a Pyschology roll and go to **458**.
- With a successful Cthulhu Mythos roll, go to **477**.

Or you can go to any **Bremen Location**.

(**457, 458, 461, 479**)

492

You learn about the expedition members: Captain Crawford, Prof. Eustace Blake (expedition leader), Dr. Jerome Thompson (team physician), Olav Fram (in charge of equipment, including the three Dornier aircraft), Peter MacPherson (pilot), Eddy Smith (pilot), Wallace Bering (pilot), Dr. Jason Rambeau (geologist), and first mate Paddy Jones (who doubles as radio officer).

There are eighteen able seamen who assist the expedition in various ways. If you want gossip about any of the personnel, try the Captain at **476**, or the Professor at **493**. Decide whether you are using Charm, Fast Talk, Intimidate, or Persuade, then go to the entry. You can try one daily.

(**455, 465, 476, 493, 500**)

493

If you selected Charm or Persuade, make the roll: if successful, go to **455**; if failed, go to **492**. You can try this entry three times total, on three separate days (until you succeed).

(**492**)

494

The sailors are uneasy about the weather and the polar trip. They say that the Captain ("Old Haddock") is hiring only crewmen with particular skills. If you decide to try to fake the skills needed for a journey into a dangerous environment, make a combined Know (EDU) and a Luck roll instead of the specific skill roll needed (note this down). Go to **487**.

(**463, 486, 496**)

495

He looks at you somewhat surprised. "Sorry, I don't really follow. I don't have time to argue, sir. Excuse me." Go to **490**.

(**488**)

496

If you shed your uniform, get a false beard, and pose as a sailor, go to **494**. Or you can ask to see the Captain, go to **487**.

(**490**)

497

Professor Eustace Blake is very busy coordinating the expedition. "Who are you? What do you want?" he asks. If you're Grunewald, he's happy to see you. If you're anyone else, he talks with some reluctance:

The trip is to retrace the ill-fated journey of the Lake expedition. He attributes stories of lost cities to "Dementia Antarctica." To try to join the expedition, go to **463**. To leave, go to any **Bremen Location**.

(**486**)

498

Once per day, attempt an INT roll. When you make it, go to **463**.

(**488**)

499

"But you're on active duty, from your dress. Do you have orders requesting appointment to this expedition?" Of course you don't. Go to **490**.

(**454**)

500

You're on board. Good work! Suspend further timekeeping and make a note that you came aboard at entry 500.

You have won the race to reach *The Dark Sea* before she sails. You probably know your quarry is aboard. Now you have only to find him and destroy the Top:

- To seek information about members, go to **492**.
- To search member rooms, go to **460**.
- To lay low until Antarctica, go to **462**.
- To try skill rolls, go to **480**.

You can try one activity daily. The trip lasts 26+1D6 days. On arrival in Antarctica, go to **520** (note this down).

(**462, 464, 466, 488, 489, 531**)

501

You're on board, successfully posing as an able seaman, despite some close calls. Congratulations! Suspend further timekeeping and make a note down that you came aboard at entry 501.

You have won the race to reach *The Dark Sea* before she sails. You probably know your quarry is aboard. Now you have only to find him and destroy the Top. You can try one activity daily (from your present station you can gain no other information about your goal):

- To search the ship, go to **460**.
- To try skill rolls on 'B'-deck and 'C'-deck only, go to **480**.
- To lay low until Antarctica, go to **519**.

The trip lasts 26+1D6 days. On arrival in Antarctica, go to **520** (note this down).

(**487**)

502

Find the skill you selected and the area of the ship in which it is to be used and consult the appropriate entry:

- If Listen on 'A'-deck, go to **513**.
- If Listen on 'C'-deck, go to **507**.
- If Psychology on 'B'-deck, go to **507**.
- If Psychology on 'C'-deck, go to **516**.
- If Spot Hidden on 'A'-deck, go to **507**.
- If Spot Hidden on 'D'-deck, got to **503**.
- If Track on 'C'-deck, go to **507**.
- If Track on 'D'-deck, go to **517**.

When done, return to 480.

(**480**)

503

You discover a cache of food, skis, and assorted useful gear. But there is nothing here directly related to the Top of Aten, or the City of the Old Ones. Return to **480**.

(**502**)

504

Find the skill you selected and the area of the ship it is to be used, then consult the appropriate listed entry:

- If listen on 'B'-deck, go to **515**.
- If listen on 'D'-deck, go to **512**.
- If Spot Hidden on 'B'-deck, go to **512**.
- If Spot Hidden on 'C'-deck, go to **512**.
- If Track on 'A'-deck, go to **507**.
- If Track on 'B'-deck, go to **507**.
- If Anthropology on 'B'-deck, go to **512**.
- If Anthropology on 'D'-deck, go to **505**.

When done, return to **480**.

(**480**)

505

You learn nothing of value. Return to **480**.

(**480**)

506

Something worries the Captain. Succeed at a Fast Talk or a Psychology roll and go to **518**. Fail, and go to **480**.

(**480**)

507

If you successfully rolled a Track on 'B'-deck, go to **517**. Otherwise, you learn nothing, return to **480**.

(**502, 505, 512**)

508

You learn nothing. Return to **480**.

(**480**)

509

One of the crew has his footlocker protected with a lock of unusual appearance, strength, and design. The name on the locker reads "Jeffries." Return to **480**.

(**512**)

510

You've made it. But now what? Now you have no choice but to come out of hiding or unmask your disguise. What shall you do?

- To turn yourself in, go to **511**.
- To try to enlist someone's aid, go to **530**.
- To try to sneak around, go to **532**.

(**456, 532**)

511

You have been caught and are under arrest. You are held for the remaining days until you arrive in Antarctica, where they use you to help set up the base camp. You need a friend; perhaps someone can get you assigned to one of the exploration parties? Go to **530**.

(**459, 510, 524, 528**)

512

If you successfully rolled a Spot Hidden on 'C'-deck, go to **509**. For a success with Psychology on 'A'-deck, go to **518**. For a success with Anthropology on 'A'-deck, go to **507**.

(**480, 504**)

513

"Unusually calm sea." "Ship is handling very well." "Crew seems edgy, though." Return to **480**.

(**502**)

514

You see a map showing your current location and projected course. Add +5 percentiles to your Navigation skill. If you roll a successful Spot Hidden, go to **524**; otherwise, return to **460**.

(**460**)

515

You hear scuttlebutt about the reclusive physician, Dr. Thompson. Apparently he has been acting oddly of late. Return to **480**.

(**504**)

516

The crew is upset about something. With a successful Charm, Fast Talk, Persuade, or Psychology roll, go to **533**. Attempt your choice of skill, once daily. If you fail, go to **480**.

(**502**)

517

A slimy trail leads to the crew's quarters on 'C'-deck. Return to **480**.

(**502, 507**)

518

He feels that a greater hand than his is guiding his ship, forcing it to Antarctica. It's just one of those seamen's superstitions. Return to **480**.

(**506, 512**)

519

You can lay low, doing your job. The trip lasts 26+1D6 days. On arrival in Antarctica, go to **520**.

(**501**)

520

ANTARCTICA BASE CAMP

(see map below)

The expedition camps at point 'D.' The weather holds; it is summer. Three trips are planned, departing simultaneously and each lasting 2 to 3 weeks.

Trip A will explore unknown portions of the mountains toward the pole. Trip B heads north, to establish base area for further camps. Trip C crosses the mountains and heads toward the mysterious area reported by Lake.

Each party will use one of the Dornier planes. If you're Holt or Grunewald and not a prisoner, you can choose one of the parties and join it at the listed entry.

If you're not, choose a party and then choose one of these skills: Navigate, Pilot (Aircraft), or Survival. If you can succeed with that skill roll, you're allowed to go. If the leader is an accomplice, add a bonus die to your skill roll attempt. Go to the appropriate entry number. Fail the roll and you don't talk your way in; go to **528** instead.

- Members of Trip A: Blake, Fram, MacPherson, Jackson (sailor), go to **525**.
- Members of Trip B: Crawford, Thompson, Smith, Klug (sailor), go to **541**.
- Members of Trip C: Rambeau, Bering, Jones, Jeffries (sailor), go to **527**.

(**462, 500, 501, 519, 529, 531**)

521

You see a sketch of a stump-like horrible being, and another that looks like a bubbling biological mass gone mad. There's a report on the Lake expedition, with penciled comments discounting the rumored city, yet expressing astonishment at the odd footprints found and then brought back to Miskatonic university. Return to **460**.

(**460**)

522

You see a map of the Antarctic, with three planned exploration routes. The central route leads to the mountains and city supposedly discovered by Lake. Add +10 percentiles to your Navigate skill while in Antarctica. Return to **460**.

(**460**)

523

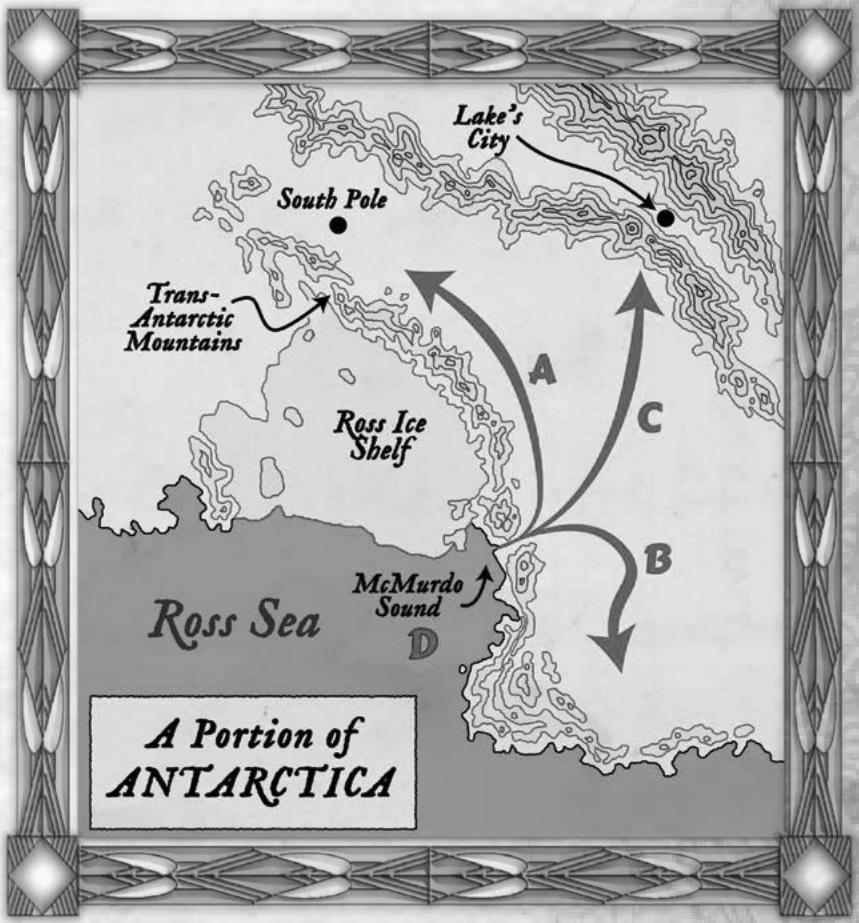
His notes indicate that he believes the report about the city and the caverns. He too has seen odd things, especially the horrible frog-like creatures who live in grotesque cities under the sea and worship unspeakable gods. Return to **460**.

(**526**)

524

You find the key to the armory, which is located in the cargo hold. Dynamite, rifles, shotguns, and handguns are available there. Select your weapons from the *Call of Cthulhu Rulebook* (page 401–405), but do not take more than one of each type. Make a Luck roll: if successful, you can arm yourself as you wish, return to **460**; if failed, go to **511**.

(**514**)



Entry 520 - A Portion of Antarctica Map

525

TRIP A (from your Antarctica journal):

FEB. 1 — Small mountains surround this desolation. Even with the extended days, an air of gloom hangs over this range.

FEB. 6 — Blake appears disoriented, confused in his scientific activity. He radios to base camp for news of the other parties.

FEB. 7 — Incredible news! Rambeau's group reports finding signs of buildings and civilization. Blake appears morose and edgy at the news. He orders Rambeau to return to base.

FEB. 8 — Can't fly due to a whiteout. The storm is incredibly intense. Everyone is cold and miserable. Macpherson complains a great deal.

FEB. 10 — Able to fly at last!

FEB. 13 — Back at base camp. All communication from Rambeau's group has been lost. Blake has decided to go in pursuit.

Now go to **574**.
(**520**)

526

You notice many books about the Antarctic. If you succeed with a Spot Hidden roll, go to **523**; otherwise, return to **460**.
(**460**)

527

TRIP C (from your Antarctic journal):

FEB. 1 — Once over the mountains, Victoria Land seems a single massive plateau. From our flying altitude, we can barely make out the crevasses and the wind-blown sastrugi that proved so treacherous to sled travel.

FEB. 4 — The party seems at ease. Perhaps I selected the wrong party. Rambeau is very quiet, as is Paddy Jones. Jeffries works hard setting up camp.

FEB. 5 — Twice now I have felt an eerie sensation of being watched by something, yet have been unable to detect any watcher.

FEB. 6 — We saw something strange near 120 E. longitude, a mountain range with an odd purplish glow beyond. Rambeau has decided to push the Dornier to the limit to reach it.

FEB. 7 — Great news! We see the remains of a strange city, unfathomably old, with eerie towers and enormous roads. Jones thought he saw someone, frozen of course, down on the road. He radioed base to let Blake and Crawford know while we circled the site. We've set down outside the city. Tomorrow we'll inspect this amazing place.

Now go to **534**.
(**520**)

528

As a last ditch attempt, you could try to tell the leader of the party you select why you should be allowed to accompany it: decide who that is, and go to **529**.
(**520**)

529

If you approached Blake or Rambeau, they are aware of a threat to the world. They use their influence to allow you to accompany a party. But which one? Go to **520**.

If you approached anyone else, you are back in confinement aboard *The Dark Sea*. After the parties leave, you go to **574**.
(**528, 530**)

530

Select a leader to approach: Rambeau, Blake, Crawford, or Jones. Select one of the following skills: Credit Rating, Persuade, Fast Talk, Intimidate, or Charm, then add any Cthulhu Mythos skill points you may have to that skill's value. Make a 1D100 roll equal to or less than that sum, and go to **529**. If you fail that roll, go to **574**.
(**510, 511**)

531

You convince your chosen expedition leader that your mission is important. He helps you for the rest of the trip. You may add a bonus die when asked to Know (EDU) rolls for the duration of the adventure. Note this, then go to **500**, or lay low and go to **520**.
(**510, 511**)

532

Sneaking around through the lifeless waste is easy to do, but the winds and cold cut through like knives. There is nowhere warm to hide. You decide to return and either hand yourself in or try to gain the team's confidence, go to **510**.

(**510**)

533

"That new fellow, Jeffries. The way he looks at you it gives you the creeps." Return to **480**.

(**516**)

534

You realize that the "city" you have so far seen is only a suburb of a much greater city beyond. In the distance are caverns and towers greater than can be imagined. Go to **542**.

(**527**)

535

There's nothing of interest. Return to **460**.

(**460**)

536

A radio, manuals, signal logs, spare parts, dime novels, and cigarette butts. Return to **460**.

(**460**)

537

If you choose Jackson, go to **511**. If you choose Jeffries, go to **576**.

(**468**)

538

You see a collection of strange carvings: some kind of headless creature, and a worm with the most penetrating eyes. Return to **460**.

(**540**)

539

The sergeant hands you the sheet of paper. Unfolding it, you recognize Gliere's tiny, precise script. There is no date and no signature:

Dr. Louis Grunewald
Miskatonic University
Arkham, Mass., U.S.A.

Deer Louis

I fear it is too late for me. Though with the best of motives, the authorities foolishly apprehended me before I could accomplish destruction of the Karpathos Device, and thereby they have re-endangered the world. If, to prevent my further interference, the cult of Aten tries to murder me while I am trapped in this cell, I do not see how they can fail their purpose.

This letter, therefore, must convince you of the truth I tell and relate to you what must be done about it. You must do it or see that it is done, else our world is doomed.

Though our discussions have acquainted you with some of what I now write, you have never accepted my arcane conclusions. I beg you now to do so, at least for the length of this letter. What follows is the situation, as I understand it.

An Alexandrian-ere sorcerer, one Ephegon of Karpathos, was reputed to have constructed a mechanism perfectly replicating the movement of the spheres. According to certain fragmentary evidences, this device was to be sent to Egypt, to agents of the notorious cult of Aten. The record is dim. Perhaps it was designed in Egypt and built in Kerpathos, but I digress.

Once installed in Egypt, the mechanism could be used in a great ceremony presaging the end of the world. It would somehow align the forces of nature with the metaphysical powers of an unnamed, exceedingly evil god. The product of the ceremony would be another device, this one very simple: a crystal octahedron, which could be spun like a child's top. It is the Top of Aten, a thing of as great magical power as the device which produced it was a wonder of natural science.

By bringing the Top of Aten "farthest south" to the "last city of the oldest beings," and then summoning their god, the cult intended to use their cosmic gyro to alter the rotational axis of the Earth, thereby bringing a strange land (surely Antarctica) once more to life. In the process, the annoying "lands of the stick folk"—literally, the lands of men—would be destroyed.

But the ship carrying the device to Egypt was lost in a great storm, and then Ephegon died. The ceremony was never begun.

You'll recall the mysteries surrounding the Miskatonic expedition to Antarctica, and its tragic outcome; and you know that the Starkweather-Moore expedition leaves Bremen this winter to return to Antarctica and reopen the terrible questions which Lake first raised. But have you heard of the Karpathos Device—the strange instrument recovered near the island of Karpathos? After examining it, I knew that this was Ephegon's device!

Louis, it is my firm conviction that this tale is true, that a great scheme to change the world has been reactivated by the cult of Aten. Perhaps they employed great magic to manipulate destiny, or perhaps they are exceedingly cunning and evaluate every event for what they may gain of it, but their hour has come round again.

Others also believe this. An erudite and cruel man named Stanford has lent me subtle aid, but says that for arcane reasons he may do no more: he is not a friend, but says that in this thing he serves his god! A kinder, gentler Greek gentleman has also helped. Both seem to represent greater powers than man, perhaps beyond our ken.

But the cult of Aten is strong. At least one among them is no man at all, but a ...

Here the letter ends. There is no second sheet. There is nothing on the reverse of the sheet.

As you struggle to digest and evaluate the letter, the guard casually informs you that nothing else of Gliere's is now at the prison. Go to any **Athens Location**.

(**87**)

540

You find some bottles of whiskey carefully hidden. Maybe a drinking problem or maybe the occupant merely fears thieves. Make a Spot Hidden roll: if successful, go to **538**; if failed, go to **460**.

(**460**)

541

TRIP C (from your Antarctic journal)

FEB. 1 — Captain Crawford seems in a happier frame of mind now that we're finally moving.

FEB. 3 — Have left the mountains to fly over Scott's route. If time allows, on the way home we'll try to find the ill-fated 10-ton depot.

FEB 8 —Have reached the arrow point of the Ross Ice Shelf. We'll camp on the ice. Big storm arrives at night (odd to see with the sun so bright to the north).

FEB 9 — Storm subsides in the afternoon, but we still don't travel. Base camp radios that we should return immediately. Rambeau's group is feared lost.

FEB. 12 — Returning to base camp, we await Blake.

Now go to **574**.

(**520**)

542

While Jones is occupied with altimeter readings, Jeffries turns quickly, grins (seemingly straight at you) and to your horror smashes in Rambeau's head with a huge claw hammer. Stunned, you still notice an odd bulge protruding from Jeffries' jacket as the murderer strides toward the caves.

To apprehend the villain, while Bering radios base and Jones tends Rambeau's body, go to **577**. To skulk about, waiting for help, go to **574**.

(**534**)

543

Congratulations! You have reached the City of the Old Ones.

You think that you see Jeffries heading west. You step into one of those odd footprints, and a chill runs down your spine.

As you move through the frigid air, you see a mosaic portraying those strange, stump-like creatures—part octopus, part monstrous anemone. The scene depicted is of civilized discourse. You notice small ones apparently playing under the watch of larger ones. Children and parents? To look at the streets, go to **547**; to head north, go to **551**; or to look at he buildings, go to **575** (see map, page 83).

(**550**)

544

Good heavens! The top, which you had so carefully hidden, has disappeared. Wild-eyed, you rush through the hatchway and into the foggy gloom beyond. But, lurking on the other side, a hidden assailant sends a powerful blow to your head, and you sprawl to the deck. Barely conscious, you feel yourself picked up, swung unresistingly, and then hurled far over the side into the icy darkness of the sea. Somehow you cannot move your arms and

Entry 543 – A Portion of the City of the Old Ones Map

legs; you sink deeper and deeper in the numbing depths. How foolish you were not to have destroyed the Top. You understand that you betrayed not only yourself, but everyone and everything you have ever loved. It is … THE END.

(**576**)

545

Those horrible creatures have already become like humans to you. The scene is terrible. The mosaic shows them falling as their formerly docile servants turn on them. You also seem to see some of the defeated creatures floating upward, up to the stars. Return to **553**.

(**553**)

546

A pit looms before you. You could climb down the steep sides. If you do, go to **555**. If not, go to the streets at **547**; or to head west, go to **548**.

(**547, 548**)

547

The ice on the streets seems disturbed. You brush against a mosaic of stump-like creatures leading around some of those ugly masses. Slaves or cattle, it appears. To carry on, go to **546**; or, if you succeed with a Spot Hidden roll, go to **560**.

(**543, 546, 548, 552**)

548

A hunch tells you to go west, then head north. You see an enormous mosaic as you turn the corner. It shows a number of small specks appearing to fall from the stars. As they get closer, they become thick, barrel-like creatures with hundreds of dangling tentacles at either end. They seem to build this city!

To look for more mosaics, go to **547**; to wander the streets, go to **546**; or to head north, go to **551**.

(**546, 547, 551**)

549

You think you see movement to the west. You barely notice the mosaic you pass. It shows the slave things, in appearance more horrible than before, rebel against the master creatures. Great battles are depicted. To head west, go to **552**; or to head south, go to **551**.

(**551, 552, 568, 575**)

550

At the entrance to the city, Jones catches up with you. Though he knows nothing of the real circumstances, he can carry additional weapons or explosives that you may have brought on the journey. Check your journal to see what's there.

Now go to **543**.

(**577**)

551

Should you head north? Amidst the eons-old streets and cyclopean buildings you see a mosaic. It depicts the stump-like horrors fleeing something, their tentacles flailing as they enter the sea. You imagine you hear their eldritch screams. To wander the streets, go to **548**; or to head west, go to **549**.

(**543, 548, 549**)

552

In the swirling snow you momentarily see a moving figure, though it didn't remind you of Jeffries. The figure ran into the alley beside that strange domed building. It was heading south.

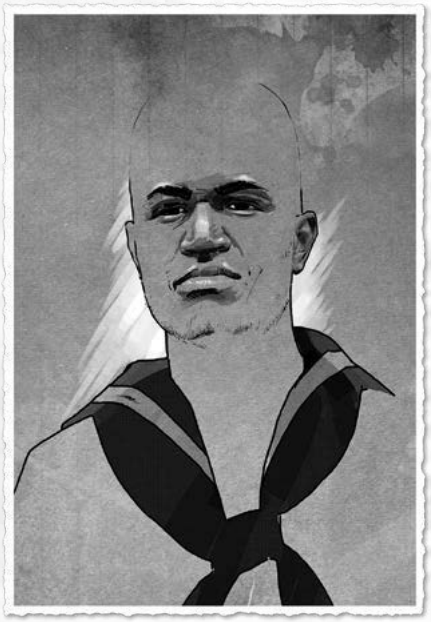
To go south, go to **560**; or to head east, go to **549**.

(**547, 549, 560**)

553

A long path leads to a strange temple-like building. To look inside, go to **545**. Or to move ahead, go to **575**.

(**545, 575**)



Lt. Devon Wilson

554

Your ship, the USS *Rochester*, lies snugly at anchor. Ordinarily, as the dashing Lt. Devon Wilson, you'd be storming the gangplank to start your month's leave with a spree, but Nora's alarming telegrams abruptly stopped exactly seven days ago, while you were still at sea. You must find her. You study her photo in its Deco frame and then carefully pack it. You'd give everything you have to get her back.

As you pack, a chill runs down your spine: Gliere was a suicide, Grunewald and Holt mysteriously lost, and now Nora! You decide to include your service revolver in your bags, and you resolve to equip yourself for any eventuality at that nearby store.

The Rochester is in the port location you wish; choose from: New York, Athens, Alexandria, or Bremen. Pick up any equipment or supplies you want and then go to any location on the appropriate Location Tables:

- **New York Location Table**.
- **Athens Location Table**.
- **Alexandria—Egypt Location Table**.
- **Bremen Location Table**.

(**START**)

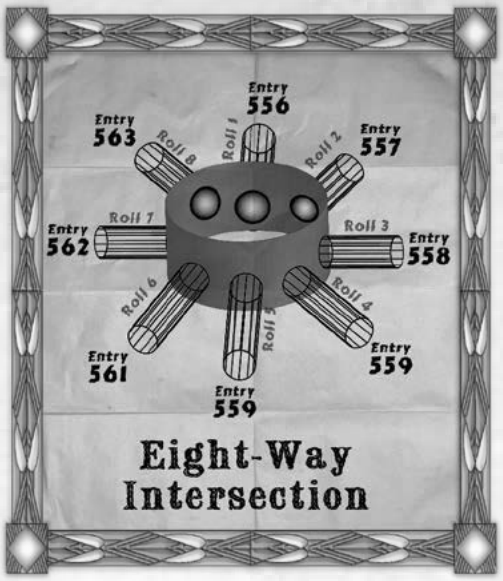
555

You're at the bottom of a pit, perhaps 100-feet below the surface. There is a faint, otherworldly light here. The air, though cold, is distinctly warmer than the surface, and you are glad of it. But a clammy, foetid smell hangs here. You think it the smell of death.

You are in an intersection. Eight corridors lead out of it, corresponding to compass points. See the diagram (page 85) and choose one entry direction, or roll 1D8 for it.

1. 556
2. 557
3. 558
4. 559
5. 559
6. 564
7. 562
8. 563

(**546, 557**)



Entry 555 - Eight-Way Intersection Map

556

You stand at the edge of another pit, this one huge. Go to **570**.

(**555**)

557

You see frozen creatures, like the stump-like things in the mosaics, but these former citizens are frozen solid. Make a Sanity roll and lose 0/1D6 Sanity points. You keep walking, and find you've been led back to the underground intersection. Return to **555**.

(**555, 558, 559, 561**)

558

You see barrel-shaped creatures, stump-like, like the ones in the mosaics. They lie silent and still under thick ice; frozen and timeless. Make a Sanity roll and lose 0/1D6 Sanity points. Moving forward you seem to be going in circles! Return to **555**.

559

An ancient rock fall, long since frozen in place by inches of thick ice, blocks your way. Return to **555**.

(**555, 562, 563**)

560

Someone (something!) runs south, turns a corner, and disappears. He seems to have been intending to go to the northeast.

Do you follow? As you decide, you notice an enormous frieze depicting a war between two kinds of beings, beings never before seen by man, and waging wars of incredible cruelty and horror.

Do you follow the man? If so, go to **570**. If you do not follow, you find walls bar your way, return to **552**.

(**547, 552, 561, 570**)

561

If you came to this side first, give yourself +20 percentiles. Add +5 more percentiles for each remaining hour from now until 6pm. Add +20 more percentiles if you are using a map or diagram not obtained in Egypt.

Try to roll under that total on 1D100: If successful, go to **344**. Otherwise, if you fail the roll, go to **360**.

(**360**)

562

Shining your flashlight down a partly-collapsed corridor, you see a treasure trove of alien scientific devices beyond. The balance of the ceiling is precarious, but it has held for millions of years. If you don't want to go in, go on to **559**.

If you do want to investigate, you crawl down the narrow passage. Nervously, you begin to pull out the devices. But as you do, you see glinting eyes and hear a cruel chuckle at the other end. You frantically back into the room of the scientific devices. The corridor collapses, pulled down by Jeffries' treachery. You pound and tug at the stone, but the only way is sealed. Before you freeze to death, you hear great upheavals in the earth. You never know their cause. For you, and everyone, it is... THE END.

(**555, 564**)

563

Under thick sheets of ice, your flashlight gives tantalizing glimpses of strange alien devices, but you cannot fathom their use or purpose. If only you had more time and more equipment you could plunder these ancient marvels! For now, you quickly make a note about their location, and then find your way back to **555**.

(**555**)

564

You think you hear a noise ahead. Your curiosity takes hold and you gingerly venture forward. After a while the passageway joins with another, go to **562**.

(**555**)

565

The pit opens into a great maw of a cavern, a stellated dome with odd chinks of light glowing from the points. You see Jeffries approach a simple pedestal. "Ghatanothoa!" he shouts, and as he does his flesh shrivels from his body, rippling in waves, as he becomes one of those slave-thing bubbling masses you've seen in the mosaics—first one eye, then two, then hundreds! Make a Sanity roll and lose 1D6/1D20 Sanity points.

If you can make a successful Luck roll, you quickly duck behind a pillar to hide from the dreadful thing, but you can't help but stare affixed at the vision appearing above the pedestal: a crazed myriad of tentacles, maws, and bizarre organs! But you know it is no mere vision, it is Ghatanothoa in the flesh! Make a second Sanity roll and lose 1D10/1D100 Sanity points.

If you fail the Luck roll, you must still make the Sanity roll as you stare at the horror of Ghatanothoa—but you must also make a CON roll: if you fail, permanently lose 3D10 points of DEX as your muscles stiffen and a creeping paralysis begins. Continue to make Luck rolls until you successfully move behind a pillar—but if your DEX becomes reduced to zero you are completely paralyzed, petrified like stone before the hideous alien god. It is … THE END.If you make behind the pillar, you are shielded from the full horror of Ghatanothoa—stop the CON rolls. You can destroy this place of horror:

- If you toss a stick of dynamite at Jeffries, go to **569**.
- If you have a magic amulet, go to **571**.
- For anything else, go to **573**.

(**580**)

566

The pit opens into a great maw of a cavern, a stellated dome with odd chinks of light glowing from the points. One of the bubble-mass creatures is at a pedestal, fingering something, which looks like a crystal top. With a slimy appendage, it thoughtfully fingers the Top. Make a Sanity roll and lose 1D6/1D20 Sanity points.

A successful Throw roll allows you to toss dynamite—if you have it. If you succeed, go to **569**. If you have the rose-colored amulet, go to **571**. If neither applies, you must go to **574**.

(**580**)

567

The pit opens into a great maw of a cavern, a stellated dome with odd chinks of light glowing from the points. One of the bubble-mass creatures is at a pedestal, fingering something, which looks like a crystal top. With a slimy appendage, it thoughtfully places the Top into something and you hear a clicking sound. The creature emits a cacophony of high-pitched whistles—you think it is laughing. Make a Sanity roll and lose 1D6/1D20 Sanity points.

It is too late to throw dynamite and have it be effective, but it you have an amulet, use it and go to **572**; if you don't have an amulet, then go to **574**.

(**580**)

568

A rose-colored amulet rests within a small sanctuary. If you touch it, go to **410**. If not, to go west, go to **549**; or to go back, go to **575**.

(**432, 549, 575**)

569

Your daring throw was right on target! You lose 3D10 DEX points in exposing yourself to the horror that is Ghatanothoa, but the Top is blown to splinters and the roof of the cavern has begun to collapse.

Dazed and semi-paralyzed, you stumble away, into the numbing Antarctic cold. Somehow you reach the Dornier and safety. Jones may be there to fly you back, or Crawford may dispatch a rescue flight if you have no Pilot (Aircraft) skill.

Your diagnosis is Dementia Antarctica. Ultimately you realize, after your release from a New England sanatorium, that it is best to say nothing about your trip. It is …THE END, but you triumphed where many failed. Congratulations!

(**565, 566**)

570

A huge slab has been opened before you. The pictures around you show the barrel creatures fleeing great turmoil: enormous slabs of ice seem to be flying from the sky. Some of the barrel creatures seem to have frozen where they stand. Intuitively you believe the answer is here. Go to **580**.

(**556**)

571

The summoned creatures are powerful indeed. Though many fall before the might of the shoggoths, others manage to destroy the Top before it can be set in motion. But a battle between alien horrors is no place for a human to be. You edge away from the horrifying struggle.

Dazed, you stumble back into the numbing Antarctic cold. Somehow you reach the Dornier and safety. Jones may be there to fly you back, or Crawford may dispatch a rescue flight if you have no Pilot (Aircraft) skill.

You are diagnosed as having Dementia Antarctica. Ultimately you realize, after your release from a New England sanatorium that it is best to say nothing about your trip. It is ... THE END, but you triumphed where many failed. Congratulations!

(**565, 566, 572**)

572

The amulet burns in your hand as it summons forth a strange entity, and then another, and then another. A shrill piping sound echoes around you as gigantic bubble-mass horrors tumble forward from corridors and caverns, clashing with the entities you have brought here. The battle between them is desperate. Go to **571**.

(**567**)

573

A sudden unspeakable dread consumes you. Before you, within the pit, a blasphemy of tentacles, claws, and utter horror resides. It has a name… Ghatanothoa! Make a Sanity roll and lose 1D10/1D100 Sanity points.

The festering mass turns toward you, waving its hundred tentacles in the air as if in some mocking welcome. As you choke out a scream, you feel your flesh begin to tighten and go rigid as an unnatural paralysis takes hold. Then the gigantic bubble-mass creatures come; bloated things covered eyes and yawning maws—you remember them from the mosaics.

If you have the rose colored amulet, you have only a moment to touch it before you turn to stone, go to **592**.

If you have only the ring, the bubble-creatures seem to respect its power and leave it untouched, but the same is not true for you! As you are enveloped and torn apart! It is ... THE END.

(**565, 580**)

574

You have failed! Depending where you are, your experiences vary. Coastline lines suffer dramatic flooding and panic ensues. Scientists claim the Earth has somehow shifted on its axis and that terrible consequences will follow. Indeed, they do. Storms of primeval force sweep the continents. Melting polar ice fuels the flooding, while terrifying ice storms strike at the heart of civilization. Once it begins, much of the world of humankind is destroyed within days.

The City of the Old Ones has a new master, and the whole world pays for your failure. Your revolver has a bullet in the chamber. Whether you choose to use it or not, it is ... THE END.

(**100, 173, 315, 525, 529, 530, 541, 542, 566, 567**)

575

You see a mosaic of the scientific achievements of the stumpy rulers, and of the help given them by their bizarre slaves.

To look at the other mosaics, go to **549**; or to follow a path you have found, go to **568**; or to search around the buildings, go to **553**.

(**543, 549, 553, 568**)

576

The Top of Aten is in Jeffries' footlocker! How it gleams! It is somehow purer than pure crystal. You instinctively feel it is both very beautiful and very powerful.

Make a Luck roll: if you fail, Jeffries appears before you can deal with the Top, go to **578**; if you succeed, you have time to choose the Top's fate—read on:

To keep the Top and try to sell it back home, go to **544**. To pick up the hammer nearby and try to smash the Top, go to **591**. To go to 'A'-deck and chuck the Top over the side and into the sea, go to **433**.

(**537**)

577

You intently pursue Jeffries, but the man has incredible endurance; he pulls further and further ahead. You find yourself stepping into holes in the snow, like the strangely shaped footprints of a bizarre creature—these must be the result of some odd Antarctic phenomenon—you reassure yourself. The towers of the city are close by now. Jeffries enters a street to your left. You follow, go to **550**.

(**542**)

578

You race up the ladder to 'B'-deck, Jeffries is behind you, transformed into a hideous creature comprised of glistening and ever growing bubbles, like some blobby mass. Make a Sanity roll and lose 1D6/1D20 Sanity points.

You have every reason to run! Make a DEX roll: if you succeed, you manage to close the hatch at the top of the ladder before the horrible monster gets there, go to **433**; if you failed, the Jeffries-thing smashes back the hatch, knocking you across the room. Are you doomed?

Make a Throw roll: if successful, you throw the Top through the open porthole and into the sea before the thing can grab you—chin up, you did well and succeeded in this adventure, even though you were gobbled up. If you failed the Throw roll, the Jeffries-thing encases you in its bubbly mass and you are consumed. Either way, it is ... THE END.

(**576, 591**)

579

A chance flirtation leads you to the ship's casino. You win 1D100 dollars at the baccarat table. Move on a day and go to the ship activity table at **187**.

(**148**)

580

If anyone is with you, they lose their nerve and refuse to go further. If you can succeed in a combined Climb and Jump roll, you get down quietly (see following). Fail the roll and you tumble down uncontrollably, go to **573**.

If you succeeded, now attempt a Luck and a Know (EDU) roll:

- If you succeed with both the combined Climb and Jump, and the Luck and Know (EDU) rolls, go to **565**.
- If you failed any of these rolls, go to **566**.
- If you failed two or more, go to **567**.

(**570**)

581

They're playing a form of whist. You hope to get information, but your winning streak quickly becomes phenomenal. Soon the fishermen grumble to themselves and stir unhappily. In 20 minutes you clean out the table. You win a total of $35, and stuff your pockets with small-denomination drachma notes. Return to the café at **20**, or go to any **Athens Location**.

(**107**)

582

The amulet is a magic item and summons Nodens, an Elder God, who will carry you anywhere you wish once, or will supply 1D10 nightgaunts to obey your orders (but you will still have to make a Sanity roll (0/1D6 Sanity points loss) when they appear—their sinister faceless faces, pointed claws, and wicked barbed tails are the stuff of nightmares!). For more information about nightgaunts, see page 302 in the *Call of Cthulhu Rulebook*. The amulet disappears after one use; the nightgaunts fly away after one encounter (make a note in your journal). Go to any **Bremen Location**.

(**470**)

583

HOTEL

What a find! This hotel is cheap, roomy, warm, spacious, comfortable, and clean. Go to any **New York Location** in the morning.

(**New York Location**)

584

You are served an overpriced, skimpy, smelly, bad-tasting meal! Angrily, you go to 444.

(**444**)

585

HOSPITAL

You get tender loving care. Make a Luck roll: if failed, you gain 1D3 hit points for the first day, and then 1 hit point each full day that you stay thereafter; if successful, you gain 2D3 hit points for the first day, and then 1 hit point each full day that you stay thereafter. You may only regain hit points up to your normal starting hit point amount.

Then go to any location on your current location table:

- Arkham Location Table.
- New York Location Table.
- Athens Location Table.
- Egypt Location Table.
- Bremen Location Table.
- *The Dark Sea*, go to **480**.
- Antarctic Base Camp, go to **520**.

586

Small fast-food stands occur in every city: hot dogs, falafel, and so on. Then roll 1D10: if the roll is a 10, go to entry **12**.

587

It has you! The bubbling thing envelops you and rips you into shreds—as if you were nothing more than tissue paper. You have been consumed! It is ... THE END.

(**370**)

588

The river is very strong, with much debris floating in it, and many crocodiles! You decide to go back to the village. Go to **589**.

(**321**)

589

You follow the tire tracks across the sands. A strong south wind begins to blow. Go to **94**.

(**588**)

590

The purser tells you that skeet shooting from the fantail will soon begin. To get some shotgun practice, go to **189**. If you ignore the suggestion, move on a day and go to the ship activity table at **187**.

(**192**)

591

You swing mightily, but instead of breaking, the crystal octahedron rings loudly, like a mournful bell—and Jeffries hears it! Go to **578**.

(**576**)

592

The summoned creature appears, and then another, and then another. The gigantic bubble-mass horrors pour into attack from corridors and caverns. The battle is desperate and all seems lost, yet in the chaos, the Top is destroyed. Congratulations! Though your actions save the world, you are still doomed. The battle causes the cavern to collapse on top of you. In your final seconds, you bravely count your death as of little importance. You have saved the world, even though for you it is ... THE END.

(**576**)

593

BEES DINER

Open from 6am to 5pm, you can get breakfast, lunch, and dinner here. When you've had your fill, go to any **Arkham Location**.

(**Arkham Location**)

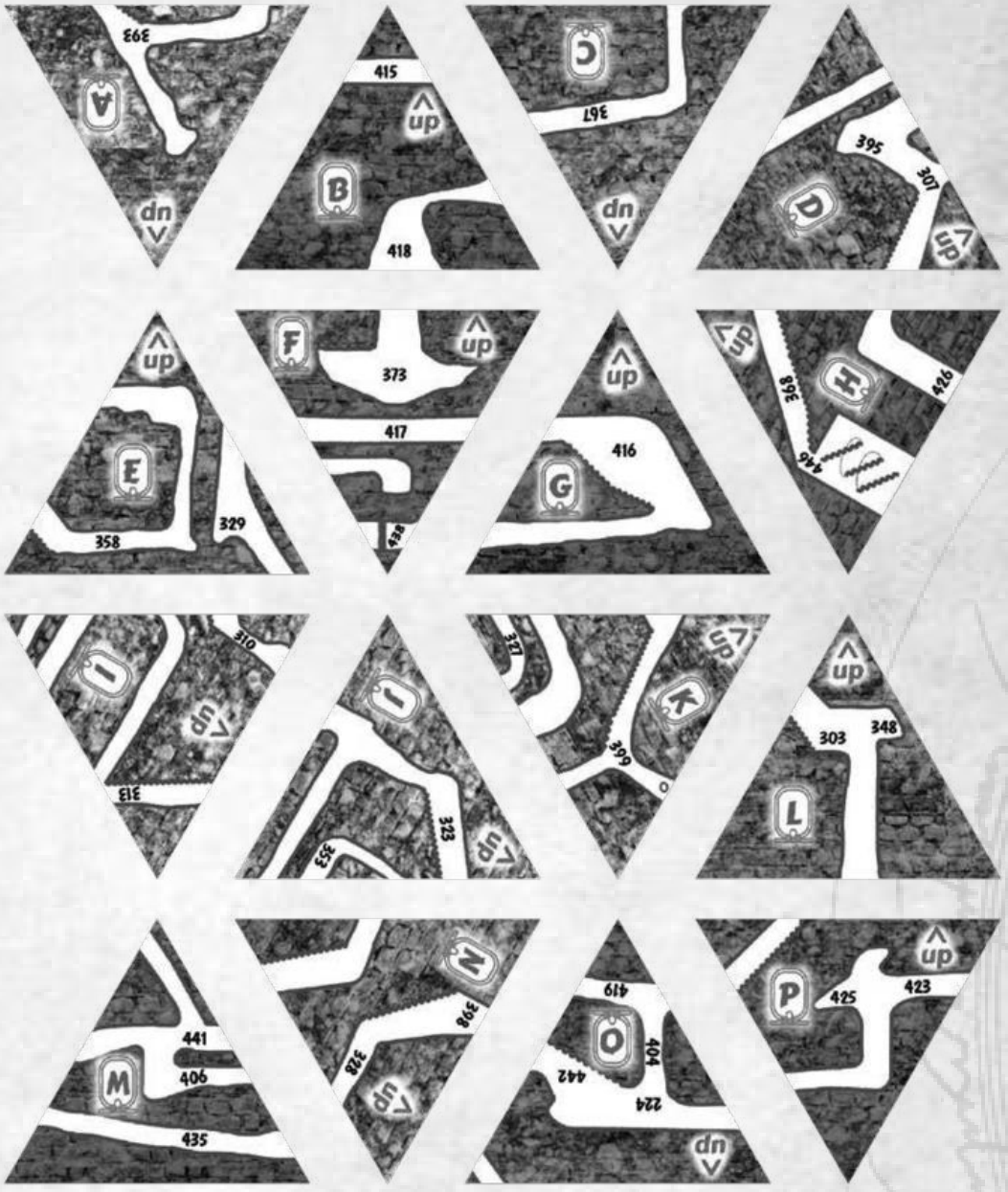
594

What did you write?

If you looked out the window, you saw the fire escape and fled down it. Very sensible! You're now safe in another hotel. In the morning: if in Athens, go to the **Athens Location Table**; if in Cairo, go to the **Egypt Location Table**.

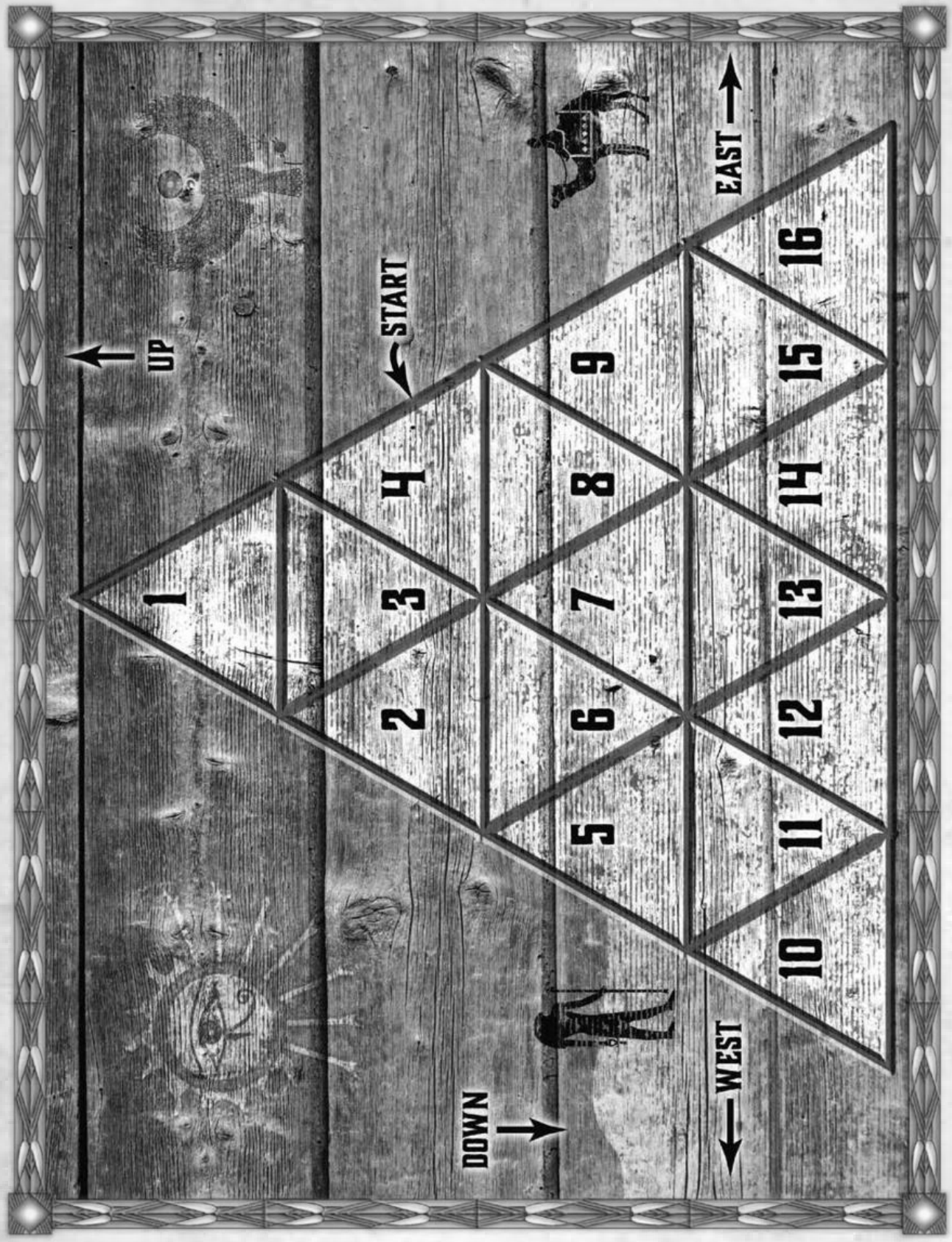
If you locked the door, it unlocks and two men enter; if you hid in the bathroom, closet, or under the bed, you're trapped and the men find you; if you readied a weapon, it's ready; if you order them out of your room, they laugh. Go to **185**.

PYRAMID PUZZLE



Photocopy or print out this page and page 92. Cut out the individual pieces printed on this page: do not cut apart the portions of the pyramid outline on page 92. Entry –382– provides complete instructions.

Entry 382 - The Pyramid Puzzle



Entry 382 – The Pyramid Puzzle Diagram

LOCATION TABLES

LOCATION TABLE/Location ..... entry #

ARKHAM LOCATION TABLE

Arkham Advertiser Newspaper 60
(open 8am-5pm, M-F)

Arkham (Boston & Main RR) Depot 16
(open 24 hours every day)
Arkham First National Bank 3
(open 9am-3pm, M-F)
Arkham General Store 38
(open 8am-5pm, M-F)
Bee's Diner 593
(open 6am-5pm, M-F)
Grunewald's Home 102
Harding House 113
(open "respectable hours")
Hospital 585
(always open)

Miskatonic University 82
(open 8am-5pm, M-F)

BOSTON RAILWAY STATION 64

NEW YORK CITY LOCATION TABLE

Pier 56: Cunard Lines 104
(open 24 hours every day)

Grand Central Rail Station & Restaurant 146
(open 24 hours every day)
Empire General Merchandise Emporium 38
(open 8am-7pm, M-Sat)
E.S. Wilentz Booksellers 54
(open 10am-6pm, M-Sat)
Greek Consulate 30
(open 9am-noon, 2pm-6pm, M-F)
Holt's Apartment 36
(accessible only to Lydia Lau)
Hospital 585
(always open)
Hotel with Room Service 583
(open 24 hours every day)
New York Public Library 74
(open 9am-9pm every day)
New York Sun Newspaper 86
(avail. 5am-2pm or with successful Luck roll)
On-The-Street Food Vendors 586
(always available)
Taxis 56
(always available)

CUNARD PASSENGER LINE ACTIVIES TABLE 187

Hospital 585
(always open)

ATHENS LOCATION TABLE

Athens Airport 181
(open 24 hours a day)
Athens Bureau of Investigation 130
(open 9am-noon, 3pm-7pm, M-F)
Athens Hall of Justice 87
(open 9am-noon, 3pm-7pm, M-F)

Athens Harbor 173
(open 24 hours every day)

Athens Railway Station & Restaurant 183
(open 24 hours a day)
Hospital 585
(always open)
Hotels (always open):
Inexpensive 424
Moderate 101
Expensive (with room service) 127
Motorship Kyonas 160
(hirable 25 hours a day)
National Museum of Archaeology 118
(open 9am-noon, 3pm-7pm, M-F)
New York Sun (European Edition) 65
(available 24 hours a day)
On-The-Street Food Vendors 586
(always available)
Parthenon, The 194
(always open)
Piosotos Café 20
(open 6am-2am daily)
Motorship Kyonas 160
(hirable 25 hours a day)
Spyro, Outfitter and Supplier 38
(open 8am-noon, 2pm-6pm)
Taxis 58
(always available)

EGYPT LOCATION TABLE

Al Azhar University. 149
(open 7am-11am, 3m-6pm, M-F)
Alexandria Harbor and Rail Station 195
(open 25 hours a day)
Alexandria Outfitters and Suppliers 38
(open 8am-noon, 3pm-7pm, M-F)
Cairo Airport. 196
(open 24 hours a day)
Cairo Museum:
Before October 30th 206
After October 30th 300
(open 9am-noon, 2pm-6pm, every day)
Cairo Police 144
(open 24 hours every day)
Cairo Railway Station & Restaurant 205
(open 24 hours a day)
Fuzira Marketplace 134
(open 6am-11am, 4pm-8pm, every day)
Hotels 164
(open 24 hours a day)
Hospital. 585
(always open)
On-The-Street Food Vendors 586
(always available)
Other Sleeping Arrangements 154
(open 24 hours a day)
Retail Merchandise 38
(open 8am-noon, 3pm-7pm, M-Sat)
Taxis 103
(always available)
Tell-el-Amarna 324
(pyramid is open 10am-6pm every day)

BREMEN LOCATION TABLE

Bremen Airport. 450
(open 24 hours a day)
Bremen Harbor and Rail Station 449
(open 24 hours a day)
Die Frieschutz Inn. 461
(has restaurant, open 24 hours a day)
Geschaft Krankhausen 38
(open 7am-5pm, M-Sat)
Hospital. 585
(always open)
Steamship *The Dark Sea*. 486
(accessible 8am-8pm every day)

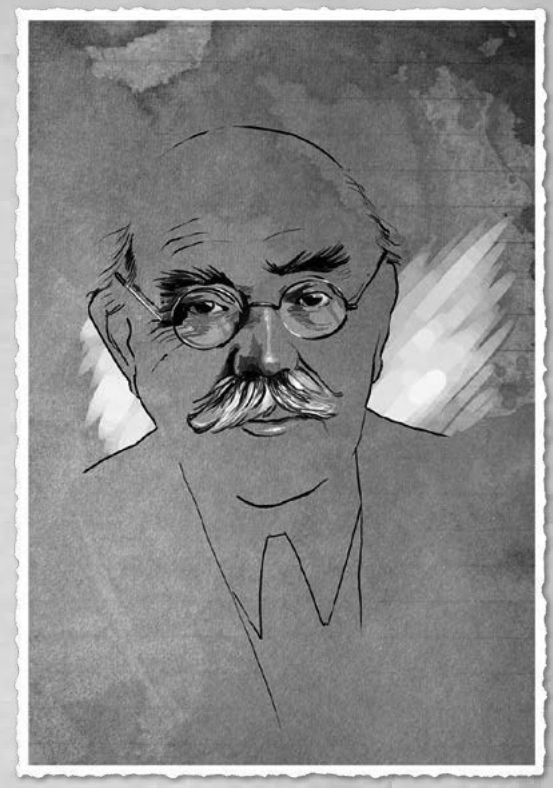
THE DARK SEA INVESTIGATION TABLES 460, 480

Sick Bay. 585
(always open)

ANTARCTICA BASE CAMP 520

Medical Aid. 585
(always available)

LOUIS GRUNEWALD



Age: 53 **Occupation:** Professor
Residence: Arkham

STR 70	**CON** 50	**SIZ** 45	**DEX** 60	**INT** 70
APP 55	**POW** 55	**EDU** 93	**SAN** 55	**HP** 9
DB: None	**Build:** 0	**Move:** 7	**MP:** 11	**Luck**: 50

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)

Skills

Credit Rating 35%
History 45%
Language (Own) (German) 90%
Language (English) 60%
Language (Latin) 45%
Language (Nordic) 40%
Language (Hieroglyphics) 50%
Library Use 60%
Persuade 40%
Psychology 30%
Science (Cryptography) 40%

+150 skill points to spend as desired

Backstory

- **Description:** Prominent nose, moustache, usually messy and unkempt hair.
- **Significant People:** Friends with Ernest Holt. Taught Lydia Lau and Devon Wilson.

Available Cash: $2,200

Player Notes:

ERNEST HOLT

Age: 62 **Occupation:** Industrialist
Residence: New York City

STR 45	**CON** 35	**SIZ** 80	**DEX** 55	**INT** 80
APP 60	**POW** 50	**EDU** 65	**SAN** 50	**HP** 11
DB: +1D4	**Build:** 1	**Move:** 4	**MP:** 10	**Luck**: 55

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)
.45 Revolver	40% (20/8), damage 1D10+2
12-gauge Shotgun	25% (12/5), damage 4D6/2D6/1D6

Skills

Accounting 25%
Credit Rating 50%
Firearms (Handgun) 40%
Intimidate 50%
Language (Own) (English) 65%
Language (German) 25%
Law 20%
Listen 30%
Persuade 40%
Psychology 30%
Spot Hidden 50%
Throw 30%

+150 skill points to spend as desired

Backstory

- **Description:** Clean-shaven, receding hairline, prominent eyebrows.
- **Significant People:** Friends with Louis Grunewald and Lydia Lau. Before retiring from the Navy, was Devon Wilson's commander.

Available Cash: $35,000

Player Notes:

LYDIA LAU

Age: 23 **Occupation:** Reporter, New York Sun
Residence: New York City

STR 55	**CON** 60	**SIZ** 45	**DEX** 65	**INT** 70
APP 65	**POW** 60	**EDU** 70	**SAN** 60	**HP** 10
DB: None	**Build:** 0	**Move:** 9	**MP:** 12	**Luck**: 60

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)
.32 Revolver	20% (10/4), damage 1D8

Skills

Art/Craft (Copy Writing) 65%
Credit Rating 20%
Fast Talk 45%
History 40%
Language (Own) (English) 70%
Language (Hieroglyphics) 20%
Listen 35%
Psychology 40%
Science (Cryptography) 20%
Spot Hidden 60%
Stealth 50%

+150 skill points to spend as desired

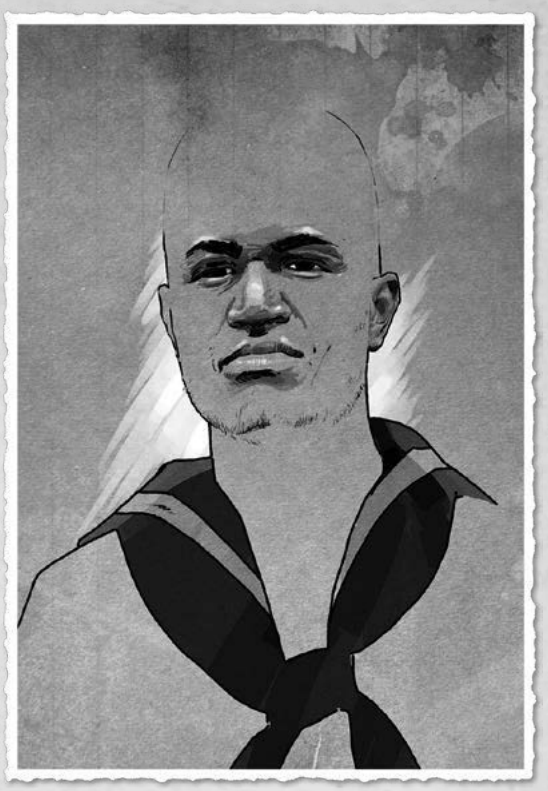
Backstory

- **Description:** Dark hair, piercing eyes, slight build.
- **Significant People:** Girlfriend to Devon Wilson. Was taught by Louis Grunewald. Professional association with Ernest Holt has grown into a friendship.

Available Cash: $700

Player Notes:

DEVON WILSON



Age: 28 **Occupation:** Sailor, US Navy
Residence: Norfolk, VA

STR 70	**CON** 60	**SIZ** 70	**DEX** 60	**INT** 65
APP 50	**POW** 80	**EDU** 85	**SAN** 80	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 16	**Luck**: 55

Combat

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)
.45 Revolver	20% (10/4), damage 1D10+2
.30-06 Rifle	25% (12/5), damage 2D6+4

Skills

Credit Rating 30%
First Aid 40%
Language (Own) (English) 85%
Language (German) 20%
Mechanical Repair 35%
Navigate 60%
Pilot (Boat) 60%
Science (Cryptography) 10%
Survival (Sea) 40%
Survival (Desert) 30%
Swim 45%

+150 skill points to spend as desired

Backstory

- **Description:** Short hair, clean-shaven, smart and tidy.
- **Significant People:** Boyfriend to Lydia Lau. Was taught by Louis Grunewald. Ernest Holt was former commanding officer.

Available Cash: $2,500

Player Notes:

1920s Era Investigator

Name _____
Player _____
Occupation _____
Age _____ Sex _____
Residence _____
Birthplace _____

Characteristics

STR		DEX		POW	
CON		APP		EDU	
SIZ		INT (Idea)		Move Rate	

Major Wound ☐ Max HP

Hit Points

Dying / Unconscious 00	01	02		
03	04	05		
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp. Insane ☐ Indef. Insane ☐ Start Max

Sanity

Insane	01	02	03	04	05	06	07																			
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53				
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76				
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99				

Call of Cthulhu

Luck

Out of Luck	01	02	03	04	05	06	07																			
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53				
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76				
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99				

Max MP

Magic Points

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Investigator Skills

- ☐ Accounting (05%)
- ☐ Anthropology (01%)
- ☐ Appraise (05%)
- ☐ Archaeology (01%)
- ☐ Art / Craft (05%) _____
- ☐ _____
- ☐ _____
- ☐ Charm (15%)
- ☐ Climb (20%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- ☐ Disguise (05%)
- ☐ Dodge (half DEX)
- ☐ Drive Auto (20%)
- ☐ Elec Repair (10%)
- ☐ Fast Talk (05%)
- ☐ Fighting (Brawl) (25%)
- ☐ _____
- ☐ _____
- ☐ Firearms (Handgun) (20%)
- ☐ Firearms (Rifle/Shotgun) (25%)
- ☐ _____
- ☐ First Aid (30%)
- ☐ History (05%)
- ☐ Intimidate (15%)
- ☐ Jump (20%)
- ☐ Language (Other) (01%) _____
- ☐ _____
- ☐ _____
- ☐ Language (Own) (EDU) _____
- ☐ Law (05%)
- ☐ Library Use (20%)
- ☐ Listen (20%)
- ☐ Locksmith (01%)
- ☐ Mech. Repair (10%)
- ☐ Medicine (01%)
- ☐ Natural World (10%)
- ☐ Navigate (10%)
- ☐ Occult (05%)
- ☐ Op. Hv. Machine (01%)
- ☐ Persuade (10%)
- ☐ Pilot (01%) _____
- ☐ Psychology (10%)
- ☐ Psychoanalysis (01%)
- ☐ Ride (05%)
- ☐ Science (01%) _____
- ☐ _____
- ☐ _____
- ☐ Sleight of Hand (10%)
- ☐ Spot Hidden (25%)
- ☐ Stealth (20%)
- ☐ Survival (10%) _____
- ☐ Swim (20%)
- ☐ Throw (20%)
- ☐ Track (10%)
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

Combat

Damage Bonus _____
Build _____
Dodge _____

Backstory

Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

Gear & Possessions

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

23154

Call of Cthulhu

Alone Against

THE DARK

Defying the Triumph of the Ice

A SOLO PLAY CALL OF CTHULHU MINI CAMPAIGN.

Alone Against The Dark is an adventure for one player, set in the fall of 1931. Your goal is to solve strange disappearances and to forestall a calamity about to beset the world. You will journey from New York City to Greece, Egypt, Germany, and Antarctica.

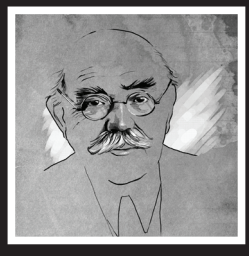
Beginning with the theft of a priceless relic, four friends are drawn one by one into a dark web of mystery and horror. As the darkness grows, only you can hold out against the dying of the light. The fate of the world is in your hands.

As Louis Grunewald, a quiet linguistics professor from the Miskatonic University, you will confound the forces of darkness before time runs out—but should Professor Grunewald be eliminated for some reason, you can successively assume the identity of a new investigator. There are four ready-made investigators provided for this purpose, enabling you to take on differing roles as circumstances change in your search for the truth: Louis Grunewald, a linguistics professor from the Miskatonic University, Lydia Lau, a story-seeking reporter for the New York Sun, Devon Wilson, a sailor on leave from the US Navy, and Ernest Holt, a wealthy industrialist.

This adventure is guaranteed dangerous. But, no matter how skillfully you avoid death or madness, your investigators will fail if they do not prevent the turning of the world and the freeing of the City of the Old Ones from the ice.

Armed with a copy of the Call of Cthulhu Rulebook, a pencil, and some roleplaying dice you are all set for the twists and turns of this epic world spanning adventure. Sit back, get comfy, and prepare to be Alone Against The Dark!

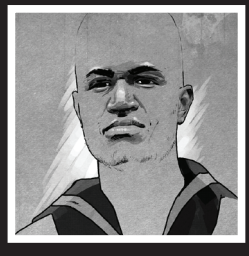
First released over thirty years ago, this new edition has been completely revised and updated for Call of Cthulhu 7th edition, with new illustrations and player aids.



Professor Louis Gruenwald *– the brains of the bunch*

Ernest Holt *– the man with the money*

Lydia Lau *– determined to find the truth*



Lt. Devon Wilson *– the dashing young man of the sea*

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